No.1 FOR PLAYSTATION®2

PSM2

READ BY REAL PS2 GAMERS

NEW GAMES!

COLIN MCRAE 3 VS WRC2 EXTREME

RALLY MCBEAL! We tell you which is best.

PRO EVO 2 VS FIFA 2003

THE GOAL TRUTH! Find out who this season's champ is.

TIMESPLITTERS 2

Nail this year's biggest shoot-em-up with our massive, no-nonsense guide!

BIGGEST MAG & DVD* *EVER!*

WORLD EXCLUSIVE!

DEVIL MAY CRY 2

FIRST EVER playtest of Dante's shocking sequel! See Hell unleashed inside...

MURDER! SOFT PORN!

The decisive early verdict on The Getaway, plus first play of pervy BMX XXX!

56 PAGES OF REVIEWS!

We pack the only opinions that matter – get inside now

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ME
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RAL APATHY WI
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VED. WOR STILL HE'S BE ORED.
BRITON HELD AND URED IN VOLGIA
TAUNTER
VISIBOMB
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THQ

PSM2 COVER GAME! PG22

DEVIL MAY CRY 2

If we were *another* magazine, we'd probably say this exclusive's so 'hot' you'll need 'asbestos gloves'. See?

BY CHOOSING BRITAIN'S BEST PS2 MAG, EVERY MONTH WE GUARANTEE YOU:

✓ THE SHARPEST OPINIONS

Unlike other magazines, we're not 'in bed' with the industry – we can write what we want, when we want. We're the only mag to bring you hands-on verdicts of games while they're still being made and it's against PSM2's reviews that others are judged. Our readers always come first and we'll never betray your trust.

✓ THE CLEAREST INFORMATION

Don't put up with magazines that give you 400 words of indulgent drivel before they actually start talking about a game. PSM2 gets straight to the point while the others are still up their own arses. No-one comes close to the quality of our writing and we guarantee you the best, most exclusive screenshots every single issue.

✓ THE RICHEST DETAIL

We play games longer and harder than anyone else and stuff every page with the detail we find. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2* and floor an Audi TT around central London in *The Getaway*. The result? By reading PSM2, you're the most informed people on the planet.

✓ THE BIGGEST GAMES

As well as bringing you unrivalled coverage of every new UK game, we review the biggest titles as soon as they hit Japan and America – so you know which ones are worth waiting for. If a game's not in PSM2, it's not worth knowing about. Anyone who decides to sneak a game on to the shelves behind our backs can't be trusted.

✓ THE HOTTEST DVD ACTION

Forget a disc full of developer-approved CG and misinformed, patronising press release voiceovers – we carry more in-game footage than any other mag. In fact, we show you more games in action, full stop (don't let inferior mags try and tell you otherwise). No-one can better the kind of inside info we get. You won't miss a thing. And it's all free.

✓ WARNING: PSM2 ISN'T ABOUT...

Piss-poor, seen-it-before features on girls 'n' games. Or game violence. Or piracy in the games industry. It's not about *those* Japs being mad or D-list celebrities playing some random title. We don't review music CDs or ice creams. We won't waste space with such clichéd trash – we'll let other magazines do that.

PSM2 • OFTEN IMITATED • NEVER BETTERED

WELCOME TO PSM2

GOOD EVENING. PLEASE, DO GRAB A SEAT. OH, STEP OVER JOEL THERE – HE NEEDS HIS SLEEP.

We've been 'burning the midnight oil!' you see. We've 'had so many games dropping through our letterbox, we just don't know how we're going to squeeze them all in!' We've got a 'truckload of games for you!' We've got the 'usual selection of news, previews and reviews!' We've... hello?

Sorry. Forgot who we were for a moment. We *have* been incredibly busy (y'know, not *real* work – playing games and stuff) and occasionally, *occasionally* we find ourselves tempted by the sort of lazy, clichéd, factory-farmed slop some other mags seem happy to trot out, just to get things done on time.

Anyway... um... ah, yes. Oof! Don't shout – our heads hurt! Hoo! Huh? It's been a bit of a 'beer-soaked' month, what with all the promotional drinking sessions we go on. Christ, we barely make it in for 9:30am some mornings. Crazy! Eh? Rock *and* roll, we're sure you'll agree. Eh? *Hrrrrr...*

Sorry. Sorry, sorry. Y'know, if you really want photos of Dan out cavorting around Gatecrasher with dead-eyed glamour girls in hotpants padding out the mag, just write in and let us know. Until then, we'll keep our extra-curricular activities to ourselves and use the extra space for talking about games or something. Tell you which ones are genuinely worth looking forward to or buying. So... sooo... this is our biggest issue yet. 'Enjoy'.

THE PSM2 TEAM

> "THE ORANGE WRITING TELLS YOU WHAT SECTION YOU'RE IN – THE BLUE HIGHLIGHTS WHAT YOU'RE ABOUT TO CHOOSE"

PSM2DVD 29

You are about to witness the strength of DVD street knowledge. PSM2 DVD is fat like you' momma. PSM2 DVD is chillin' like Bob Dylan. Treat your head to the best.

DVD/MAGAZINE SYSTEM

PSM2DVD

VOL. 29 The HOTTEST gam… BIGGEST disc // The No.1 choice

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NEW! TONY HAWK'S 4

NEW! COLIN MCRAE 3

NEW! CONTRA: SHATTERED SOLDIER

NEW! MORTAL KOMBAT: DEADLY ALLIANCE

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WORLD FIRST!

15

3½ HOURS OF UTTER PS2 PERFECTION! [Why waste your time with anything less?]

the Getaway™

YOU BRIAN CANT! No trailers, no waffle – just raw in-game action!

EXCLUSIVE!

Devil May Cry 2

FIRST AGAIN!

HOT in the city tonight! See the action other mags only dream about!

OK 15+

MUCH, MUCH MORE!

DVD

THE GETAWAY

You're not going anywhere, my son. Now sit your pony-ass down – we've got some people wants to talk to you. Try anything stupid – and the kid dies. Clear? Right. Blimey.

SCEE's Gangland epic's finally nearing completion but you lucky people can enjoy it now, right here on your all-powerful PSM2 DVD, thanks to our intrepid correspondent's perilous undercover mission to smuggle our brand new mission-by-mission footage out of Soho's dark and seedy underbelly.

And that's just the start – there's hours of stuff here for you to get lost in. For the highest quality, most feature-packed disc, there can be only one choice. Keep it real. Keep it PSM2.

GET THE MOST FROM YOUR DISC...

DOLBY 5.1 SOUND

The PSM2 DVD now sports full 5.1 support with portions of the DVD soundtrack and, where available, the game noise itself being presented in full Dolby Digital 5.1 surround sound. If you don't have the gear, fret not. Our disc works perfectly in stereo or mono.

PIN-SHARP PICTURE

We've optimised the presentation of the disc to provide high quality playback on any TV using any connection. But for maximum enjoyment, we recommend you get hold of a lead with S-Video connection for your PS2 (around £15). Either that or watch the disc in RGB-o-vision with a regular DVD player.

SYSTEM MODIFICATIONS

Want to make your DVD playback even louder and sharper through the lead that came with your PS2? Simply pause your disc (by pressing START) and locate the Set-Up option (top row and right). Go to Audio options and set the DVD Volume option to +2. Do the same for DVD Sharpness.

COMPLETE BUYER'S GUIDE

The PSM2 DVD isn't just a monthly collection of the hottest in-game action from the biggest new titles. It also features a review vault of every PS2 game, plus video-reviews of our top recommendations. Finished watching the footage? Try out our unique branching directory.

SHHH. IT'S A SECRET...

Finally, when you think you've explored the disc completely, you haven't. We've deposited some secret footage on the DVD. As always, we'll reveal where it was and what it was next month. In the meantime, to find out how to unlock last disc's egg, see over there...

THE BEST GAMES • THE BIGGEST DISC

NEW TO PSM2? START HERE...

1. THE MONOLITH

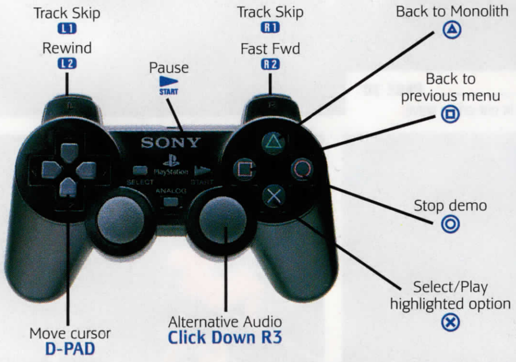
After thrilling to our full-on DVD intro, your journey through harsh reality brings you to the PSM2 Monolith – a peaceful and perfect place where you can choose from one of five PSM2 game-realms to visit.

PSM2
ACCELERATOR
COMING SOON
REVIEWS
PRO TIPS
EXTRAS

THE MONOLITH: Here's where your journey starts. Explore every section to release three and a half hours of entertainment.

2. GETTING AROUND

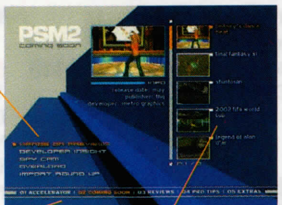
Whether you're using a DualShock 2, PS2 remote, using a PC's mouse or simply watching through a DVD player, it's simple to find what you want. Here's the PS2 basics...


Track Skip
L1
Rewind
L2
Pause
START
Track Skip
R1
Fast Fwd
R2
Back to Monolith
△
Back to previous menu
□
Stop demo
◎
Select/Play highlighted option
⊗
Move cursor
D-PAD
Alternative Audio
Click Down R3
SONY

While you're watching Reviews, click down the R3 Analogue stick to hear what the PSM2 team think...

3. BROWSING

Your DVD has five main sections: Accelerator, Coming Soon, Reviews, Pro Tips and Extras. Each of these is split further for your ease and entertainment.


PSM2
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DEVELOPER INSIGHT
SPY CAM
OVERLOAD
IMPORT ROUND UP
01 ACCELERATOR | 02 COMING SOON | 03 REVIEWS | 04 PRO TIPS | 05 EXTRAS
final fantasy xi
2002 fifa world cup
legend of alon d'ar

THE SUB NAVIGATOR
In each section you can move the blue highlight left to this column and choose similar parts of the disc.

MAIN MENU
Move the blue highlight down here to access all the other sections of the DVD – no need to go back to the start. Magic.

GAMES
Scroll the blue highlight up and down here – click ⊗ once to select, then again to play.

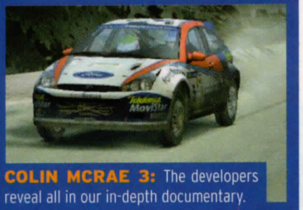
EASY GUIDE Orange shows you what section you're in, blue what you're about to choose.

THIS MONTH'S HIGHLIGHTS...

DEVIL MAY CRY 2: World exclusive Dante footage blow-out. You can't afford to miss this!

MORTAL KOMBAT: Blood-curdling new fighting action.

THPS4: Check out all-new knee-scraping footage in Previews.



COLIN MCRAE 3: The developers reveal all in our in-depth documentary.

ACCELERATOR

The biggest developments from around the globe in one eye-rinsing news burst.

Press ⊗ to play the newsreel.

COMING SOON

Home to upcoming games, it's split into five zones.

Hands-On Previews
All the latest game footage and trailers.

Developer Insight
We corner friends from the videogame world and make them speak for you.

Spy Cam
Our game spies are always ready to bag behind-the-scenes footage that other mags wouldn't even dare to record. It's exclusive, for your eyes only.

Overload
It's the best of the rest – exactly the same as in the magazine.

Import Round-Up
From hot new games to multi-million best sellers. Here's what's moving and shaking in Japan right now.

Press ← to use the Sub Navigator and make a selection.

REVIEWS

All the insight of PSM2's famous reviews on a DVD.

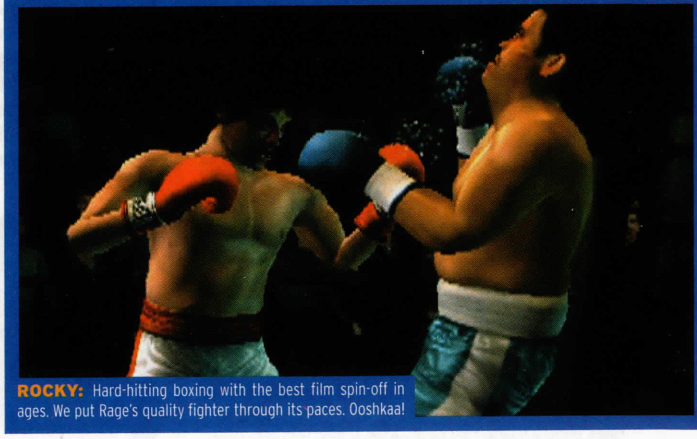
Recent Releases
See 'em in action, check the PSM2 verdict and listen to the team emptying their heads into your ears.

Absolute PS2
A unique branching directory of every PSM2 review – an essential resource, updated every month.

Must Buy
We've broken down the entire PS2 back catalogue into popular types of game. Choose your favourite genre, and then check out our recommended titles – click ⊗ to see the review and R3 for commentary.

Press ← to use the Sub Navigator and make a selection.

RATCHET & CLANK: Red hot 'n' exclusive in-game action.



ROCKY: Hard-hitting boxing with the best film spin-off in ages. We put Rage's quality fighter through its paces. Ooshkaa!

PRO TIPS

No other mag brings you top guides and reader show-offs.

Pro Dojo
We want to make you famous. Take part in our challenges (see pg98) and earn a place in DVD history. Note: the quality of playback may suffer due to source material being supplied on VHS.

The Experts
We single out a star performance each month. This can be from one of PSM2 team, the game's developer, an award-winning pro gamer, or you...

Access All Areas
A massive volume of life-saving tips, codes and cheats.

Press ← to use the Sub Navigator and make a selection.

NFS: HOT PURSUIT 2: Nail all those shortcuts in our guide to EA's blistering racer

EXTRAS

You'll find Showreel and Random Factor selections hidden away here. Play the entire content of the disc in order or – hey! – at random.

LAST MONTH...

DVD 28's secret extra is an interview with the king of the vert himself, Tony Hawk. Go to Extras, and from the navigation bar at the bottom, highlight reviews, and press ↑. Bongo.

PLAYSTATION® 2 MAGAZINE
PSM2

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PLAYING PS2 LONGER, HARDER, FASTER
コンテンツ

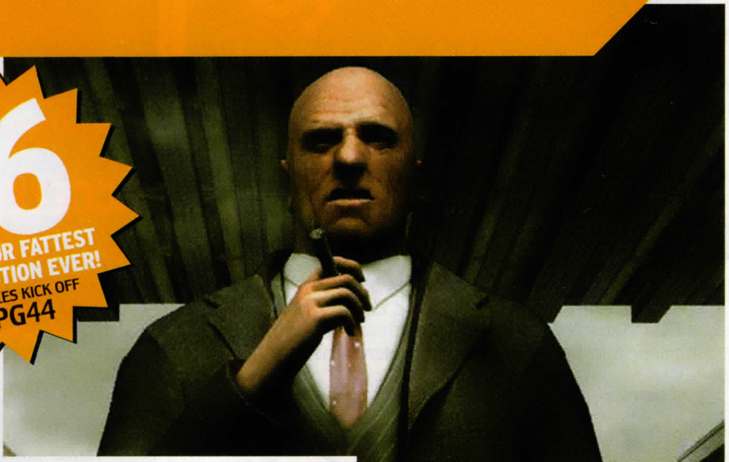
56 PAGES IN OUR FATTEST REVIEW SECTION EVER! NEW UK TITLES KICK OFF ON PG44

PSM2 FIRST PLAY! ALL THE SHOTS, ALL THE INFO! PG22

WORLD EXCLUSIVE!

DEVIL MAY CRY 2

A smoulder to cry on? For Dante, ever with the ferocious allure of Lucia, never. Back flips, demonic warps and wall runs all to the beat of just two guns? Oh, yes. Find out how he's almost impossibly out-cooled his cool in our exclusive playtest of his second PS2 outing. Haul your head over to page 22…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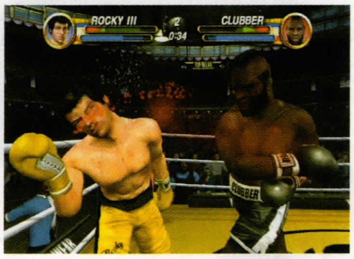
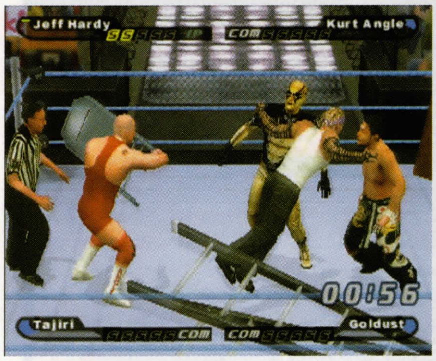
Sony's money pit comes clean in our crime wave.

LOTR: THE TWO TOWERS .... **PAGE 96**
Tolkein 'bout a revolution? No. Just the hacker we expected.



ROCKY .... **PAGE 86**
Rage gauge our nostalgia, then beat us to a pulp.



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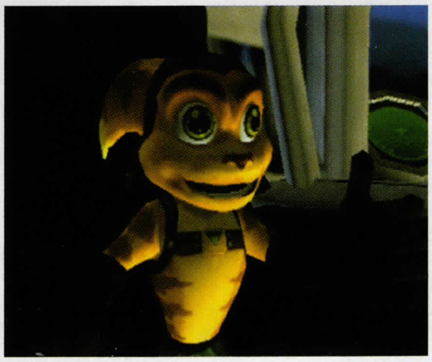
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WRC2 VS COLIN MCRAE 3 .... **PAGE 72**
The big boys slug it out come wind, rain... But who'll shine?

GTA: VICE CITY .... **PAGE 50**
The first shots, the first play and now the first review.

"PICK A CORNER, ANY CORNER, AND YOU'LL FIND SOMETHING FRESH LURKING ROUND IT" HAVEN - PG46

NEW TO PSM2?

WE RECOMMEND YOU GO HERE FIRST...

8 ON YOUR DVD

If you're keen, you've already seen this month's awesome DVD. If not, flick back here now and check out what you've got to watch when you get home...

12 LETTERS

Find out what *real* PS2 gamers are talking about.

16 ACCELERATOR

You don't get shots you've seen elsewhere or re-written press releases here. Just bull-free facts and informed opinion. Find out what's *really* important now.

22 DEVIL MAY CRY 2

These are high times indeed as Dante busts some killer moves and takes the battle topside before facing a demon with demolition balls for hands. Brrrr...

No.1 FOR PLAYSTATION 2
PSM2
READ BY REAL PS2 GAMERS
NEW GAMES!
TIMESPLITTERS 2
Nail this years biggest shoot-em-up with our massive, no-nonsense guide!
COLIN MCRAE 3 VS WRC2 EXTREME
BIGGEST MAG & DVD EVER!
WORLD EXCLUSIVE!
DEVIL MAY CRY 2
FIRST EVER playtest of Dante's shocking sequel! See Hell unleashed inside...
MURDER! SOFT PORN!
The decisive early verdict on The Getaway, plus first play of pervy BMX XXX!
PRO EVO 2 VS FIFA 2003
56 PAGES OF REVIEWS!
We pack the only opinions that matter – get inside now

ISSUE #29 "CRY ME A SHIVER"
In an issue that's done nothing but pull crowds whenever we've fired up a disc, it's testament to Capcom's mastery that one of the largest audiences was to see Dante being put through his paces.

YOUR QUICK FLICK GUIDE!

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DVD

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TIMESPLITTERS 2: .... **PAGE 128**
The game that's taken our lunchtimes and evenings away - we show you how to nail every level easily.

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

THE VOICE OF CHOICE

"THE BIGGEST DOUBT IN MY MIND IS WHETHER VICE CITY IS JUST A CASH COW, OR A FULL BLOWN SEQUEL"

WINNER! Every issue, the writer of the Star Letter gets the PS2 game of their choice in return, courtesy of the bright sparks at GAME. Simply tag which game you'd like to the bottom of your letter and, if you're the chosen one, GAME will be sending you a copy to your door. Now – entertain us and your fellow readers...

www.game.uk.com

Dear PSM2
What do I want to see in *GTA: Vice City*? Well, for a start, pretty much nothing that's been reported on the game so far is what I WANT to see.

So far you've managed to tell me that the developers are going for a larger, more expansive game. But the thing is, despite having over 40 weapons and the city being twice the size of the one in *GTA3*, pretty much nothing has been mentioned in the way of gameplay and missions. The one thing that I definitely don't want is *GTA3+*. *SSX Tricky* improved a great deal on *SSX*; it upgraded all the tracks, added relationships and über tricks. If all Rockstar can do is give me an extra car here or there, I won't be impressed. Remember, it's quality over quantity.

The one thing in *GTA3* which I thought needed to be better was the mission structure. It's all very well getting individual missions from various people, but I think there should be more focus on a 'career' mode where you can also choose specialist missions. This means I can bypass those frustrating street races in favour of, say, some more sniping missions. However, from all the screenshots, it looks exactly the same as *GTA3* – even the character model is staggeringly similar.

The biggest doubt in my mind is whether *Vice City* is just a cash cow, or a full blown sequel with sequel-like traits. Trusting in PSM2, I won't buy the game until I read your definitive review.

Jonathan Mace
East Wellow

Brilliant letter, Jonathan. Have a copy of *Kingdom Hearts*, as requested...

THE PSM2 RAGE GAUGE

BGGRRRRHHHAARFKKK!

Dear PSM2
Right, first things first. I am well into *FF* games and I am quite annoyed at people saying that *FF 11* is only going to be an online game and not a one-player game. Is this true?

And on the subject of online gaming, some people have been writing in and saying about all this piracy and bugs. I think Sony would be smart enough to have virus barriers. They say it would put a lot of companies out of business! But I say it would put more in business!

Anyway, on to other things! *Shenobi!* That looks ace, but how long is the gameplay? Five, ten, twenty minutes at the most!

Kevin McHugh, Balmedie

This is your chance to air your views on the hot potato of the moment:
How would *you* like to see your favourite game improved for a sequel?

EMAIL: PSM2@FUTURENET.CO.UK

WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

ADDICT

Dear PSM2
I'm the proud owner of a PS2, and I'm a crack addict.

I'm sure that's what Sony must think when they all sit around at a board meeting eating Bourbons and discussing the next quarter's upcoming releases.

See, I'm getting a little sick of being force-fed a repetitive string of high octane, instant satisfaction, arcade-o-rama titles every month. I love these kind of games (*Burnout*, *Devil May Cry*, *ZOE* and the like), but feel I'm being short-changed a little when it comes to depth.

I'd love to see a game like *Civilisation* or *Sim City* grace PS2. But let's face it, it's never going to happen. If Sony pulled their fingers out and released their oh-so-promising hard drive, then PS2 could easily run games like these without any worries. Maybe developers should think a little more about the other end of the market, who don't mind thinking a bit when they play a game. The only way I'm able to play these games at the moment is if I buy a PC, which I certainly can't afford.

Developers and Sony should really start to diversify a little more, and at least try and tap into a highly under-developed market.

Well I guess I'll have to keep dreaming. Just time for one more game of *THPS3* while I do.

Adam Locker
Via email

Hey, at least *The Sims* is on its way. And *Jurassic Park: Project Genesis*. See – loads. If only there were just a few more third-person action adventures on PS2...

DINO MIGHT: *Jurassic Park: Project Genesis* - possibly ideal for men who hate *Burnout*.

WRITE TO PSM2 WITH:
YOUR THOUGHTS ON THE ISSUE... YOUR HOPES FOR THE PS2 HDD... PROVOCATIVE QUESTIONS...

CRAP

Dear PSM2
I've been a loyal reader of your magazine since the very first issue. I think it's great – far more entertaining to read than most and you don't dedicate ten pages to a feature on a game that no-one cares about (like some lesser publications).

But after reading through issue 27, I noticed that you gave your *Onimusha 2* review the equivalent of just one page, under a massive advertisement for *Turok: Evolution*.

I feel that giving one bloody page to one of the most anticipated games of 2002 is a bit crap – while in other areas of PSM2 you dedicate two pages to *Ninja Assault*, a crappy lightgun shooter that isn't fit to lick *Time Crisis 2's* boots.

Also, *Tekken 4* was given one inadequate, measly page – the same as *Eggo Mania*, for God's sake!

My point is that people buy your magazine to read the reviews and get the latest news from the world of PS2, and I expected two of the hottest games of 2002 to be given the mag space they deserve.

David Maddocks
Liverpool

David, man, if you've been reading since issue one, you should be aware that we were first to review the original Japanese versions of *Onimusha 2* (four pages) and *Tekken 4* (six pages) back in issue #22. So you knew exactly how good they were *months* before anyone else.

We'll always re-review the UK versions of premiere titles though, so you'll know of any new features – but we feel there's little point in devoting page after page to repeating the same information from a previous issue. Keep reading PSM2 and you'll always know the score first.

POWER

Dear PSM2
I need to find out if I'm the only person who gets EXTREMELY frustrated when a game only allows you to save at impossibly spaced out specified save points.

Why is this? Is it a nightmare to code the ability to save your game at any vital point?

Many, many games have been blighted by this shortcoming. *Medal of Honor: Frontline* was so bad that in the hour I usually set aside for gaming each night, I never reached a save point and eventually gave the game to a more leisurely life-styled friend!

If others feel the same way, could you find a way of passing on this complaint to the game companies?

Give us the power to choose when and how often we save!

Matt Blackburne
Liverpool

Ah. The problem with being given the chance to save whenever you want can, with certain styles of game, see you saving every 30

NAZI PIECE OF WORK: *Medal of Honor: Frontline* - knackered by a stupid save system. Saving the game's a fundamental basic, developers. Get it right, if you could be so kind.

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flickin' nick out of the PSM2 windscreen.

BLOOD

I like the blood and gory stuff in games like *The Thing*. But I find racing games have better graphics than bloody games – why is this?
jazzz,
Tunbridge Wells

Yes, why is this? We'll pump Ken Kutaragi for answers tomorrow.

HEDGEHOG

PSM2 magazine, I've waited and waited and waited and I don't want to wait no more – when are you going to make a Sonic the Hedgehog game for PS2? I've asked lots of people – some said Feb 02, but others said never.
Philip Nicholson,
Merseyside

We're never going to make one. Because we're a PlayStation 2 magazine.

STUFF

How's about you do a section for readers, where we draw pictures and stuff?
David Phillips

Um... anyone else want to see everyone else's pictures? Then write in tomorrow...

seconds in fear of what's around the corner. We'd rather game designers had the foresight to give us save points exactly where we need them.

WANTON

Dear PSM2

Months after everyone else I've finally got *GTA3*, which is excellent. But guess which part I like the best?

The wanton violence? That's great, but no.

The nicking and driving vehicles? Well, it's fun, but no.

The 'being a gangster' scenario? Again, great fun, but not that either.

No, the best bit for me is the radio station 'Chatterbox'. How sad is that?

I actually find myself going into the options section, selecting that radio station and listening to it while I work. Laslow is brilliant and the callers are hilarious. Will it be in *Vice City*?

Ashley Price
Lewes

Pricey... Good news is, Chatterbox will return in *Vice City*. Bad news is, looks like Laslow won't be back, seeing as the game's set 20 years before the events in *GTA3*...

REAL

Dear PSM2

After I'd read issue #27 I noticed that you can have a real effect on how new games (like *GTA: Vice City* and *WWE Smackdown! SYM*) turn out.

Could you please do what you do to get the *Resi* games back on PS2? If you can persuade game companies to make games just how we want them, could you please talk some sense into Capcom? Anyone who agrees write in and let our voices be heard!

Gary Chudleigh
Glasgow

Are you listening, Capcom? Give us *Resident Evil Online* ASAP...

JABBA

Dear PSM2

Every week I like to think of what would make a good game. This week my brain was dry, so I thought "what game would PSM2 like? They know a good game when they see one..."

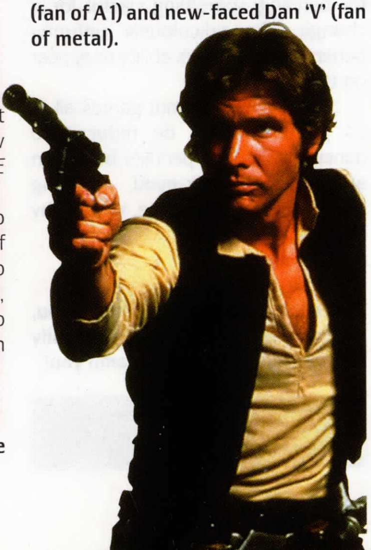
Then I remembered that Dan ('G' – I think) wants a Han Solo game. So I began thinking about what that character could do in a game. Then it hit me – *GTA*.

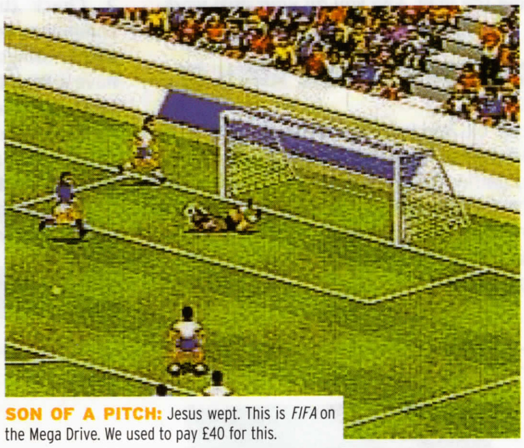
Just imagine it. You start as an errand boy on Tatooine and move up to smuggler. You could meet up with Lando and play cards (like *007: TWINE* on PSone). Stormtroopers instead of police. Laser fire instead of bullets. Speeders instead of cars. Aliens instead of people. Jabba instead of Salvatore...

Maybe Rockstar and LucasArts could strike a deal?

Andrew Boothby
Hull

Nice idea, but it'll never happen. It's Dan 'D' that's a fan of the waistcoat-wearing bootlegger, by the way. Not to be confused with Dan 'G' (fan of A1) and new-faced Dan 'V' (fan of metal).





SON OF A PITCH: Jesus wept. This is *FIFA* on the Mega Drive. We used to pay £40 for this.

ARSE

Dear PSM2

All we seem to hear recently are tales about the generic state of gaming, with Sony and their cohorts copping most of the flak. So imagine my excitement when I unearthed the rotting corpse of my old Mega Drive, fully equipped with a range of 'groundbreaking' titles.

I whisked it straight round to a friend's, for a taste of rose-tinted gaming bliss. The anticipation was palpable, with *John Madden*, *Streets of Rage* and the original *FIFA*, to name but a few of the beauties in store.

Ten minutes into it and the experience was comparable to a chance meeting with the girl you had a huge crush on at school... only to find she's had a very close encounter with the ugly stick and her arse has dropped south of Antarctica.

It was painful. Sprites juddering around like my nan on amphetamines [*Letter Ed: you've seen that, have you?*] and enemy AI akin to her after her third bottle of sweet sherry.

My golden memories shattered, I loaded up *GTA3* to console myself. I now fully appreciate that in terms of gameplay and originality, we are better off today than ever before. For that, some thanks is due to Sony.

David English
Ingatestone

Well, put it this way: PS2 wouldn't be here if it wasn't for the Mega Drive 'experimental years'. Hedgehog bothers Jonnie and Joel have just started banging on about *Speedball*

"IN TERMS OF GAMEPLAY AND ORIGINALITY, WE ARE BETTER OFF TODAY THAN EVER BEFORE. FOR THAT, SOME THANKS IS DUE TO SONY"

ROBBIE

Dear PSM2

I feel that developers rip people off when they update football management games. All they seem to do is update the player stats and transfers, forcing people who don't want to be managing an out-of-date football club. I personally wouldn't want to manage Spurs without Robbie Keane because it wouldn't be true to life – which is what everyone wants in a management game.

So I think it's about time that new features were added to management games every year, rather than just the usual updates in the transfer market.

I'm currently enjoying *LMA 2002*, and I'm anticipating a much improved *LMA 2003*.

David Soanes
Suffolk

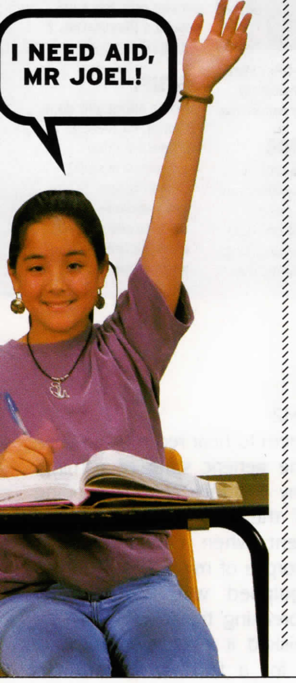
See PSM2's reviews this issue to find out whether you should bother with *LMA 2003*, David...

LETTERS

THE L HE PLAYSTATION 2 UNIVERSE

Joel's Careers Advice Cabin!

Forget clichéd features on how to get a job in the games industry! We can clear up your employment opportunities in a very small space…


I NEED AID, MR JOEL!

CAN YOU DO MY COURSEWORK?

Dear to whom it may concern,

I am a Year 13 Graphics Student at Driffield School 6th Form. For my project I have decided to design a Computer Games Character. This is because I have a keen interest in playing Computer Games and I enjoy reading your magazine. I decided to write the letter to your magazine, to see if it would be at all possible for you to send me some character pictures and other games related things, such as:

- Adverts
- Game cover designs
- Anything that is used to create games characters
- Screenshots

I would be very grateful if you could reply to this letter because it would help me with my A Level Graphics Course; the material you send me would just point me in the right direction.

Ian Oxtoby
Driffield

To whom it may concern? How about this: we'll keep writing the mag, and you do *your own work*.

CAN YOU GIVE ME SOME ADVICE?

Dear PSM2

I am 15 years old and I will soon have to apply to my college and choose what courses to take. I've been a committed gamer for years. From PC to Mega Drive to PS2. The thing is, I would be really grateful if you could send me info on what game journalism involves and what courses I would need to take.

David Appleton
Via email

Erm… it varies. Some of us did magazine journalism courses, some of us did work experience, and some of us just sent stuff in to mags until they thought it was funny enough to give us jobs. Persistence, chums, that's the key.

CAN I? CAN I? CAN I?

Dear PSM2

I am a big fan of playing computer games and was just wondering if you have any advice for gamers such as myself who are looking to get into the games industry. I own a PSone with over 70 top quality titles, including all the *Resident Evil* series, *Tekken 1, 2* and *3, Metal Gear Solid* and many other top quality titles.

I also own a PlayStation 2 with lots of top games, such as *GTA3, Tony Hawk's, Time Crisis 2, Smackdown! Just Bring It, Legends of Wrestling, Gran Turismo Concept, Tekken 4, Virtua Fighter 4*…

John Garside
Via email

Right. Here's Joel's handy four step process to getting a job at PSM2:

1. Write some reviews.

2. Check that the spelling's perfect – modern computers do this surprisingly well, but be careful about things like you're/your and its/it's. We do have a Prod Ed to check this sort of thing, but first impressions count, y'know?

3. Stick them in a drawer, look at them again a week later, and if they look like a review we'd actually print, well, send 'em on in. Oh, and…

4. Don't send us a list of every game you've ever played. We won't read it.

If *you've* got a careers-related query, send it in to Joel's Cabin and we'll try to prevent him emailing you back with a torrent of abuse.

2. Milf's just gone misty-eyed thinking about *Decapattack*. See what you've done? Just take a look at the original version of *Ridge Racer* on PSone to see how far we've come in even the last few years…

PIES

Dear PSM2

It's common knowledge among gamers that playing on your favourite plastic box can turn even the most laid-back of folk into shivering coils of concentrated rage.

Anti-game 'campaigners' use this as ammunition in their battle to get everything we play banned, but a bit of game fuelled rage is good for you in the long run, despite what they say. They think that playing games which involve bodily harm will turn us into a nation of drooling, masturbatory loners. Well they're wrong… so very bloody wrong.

When you spend an hour trying to achieve something, then tit it up after miscalculating a jump or whatever, the first thing you want to do is boil your manhood in a saucepan and slash your arm with a jagged piece of tin. But after the madness fades, you wipe away the blood and stick at it, achieving your goal and becoming the embodiment of self-control.

Only those whose mental cycle stopped functioning the moment that they left the womb would justify taking this frustration out on civilisation rather than themselves. So people who cry about games should try banning something useful for a change, like ridiculously unfunny behemoth Lisa Riley's ability to appear on television.

Let's face it, without games all of us gamers would be reduced to dancing naked for pennies before an audience of cock-eyed, heckling sailors. So leave us alone, you pushy little shit pies.

Andrew Kelly
Glasgow

Jeeeesus. Someone's rile(y)d you, haven't they, Andrew? Come on, Daily Mail readers… bite. Bite, damn you!

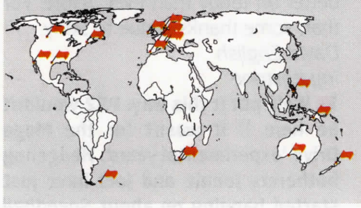
VIOLENCE IS GOLDEN: Will games like *GTA* turn us all into deviants? 'Glasgow Kelly' says no.

DON'T WRITE TO PSM2 WITH: WORRIES ABOUT HOW MUCH BETTER THAN PS2 SOME OTHER CONSOLE COULD BE…

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

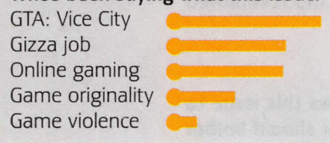
GLOBAL SPILLAGE

Letters from around the world in an easy-to-comprehend planet-gram.



YOU WHAT?

Who's been saying what this issue.



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PLAYSTATION®2 MAGAZINE

PSM2

ACCELERATOR

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DRIVING OPINION · BREAKING NEWS

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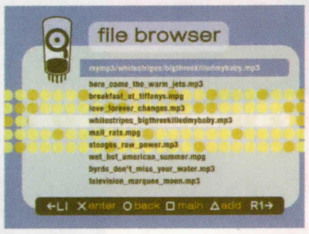

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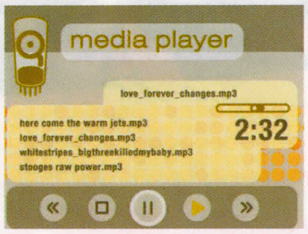
FILE OF WHITE: Sony's software will look different, but you can see the potential.



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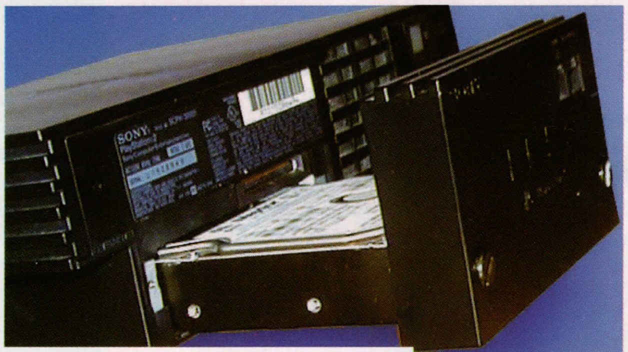
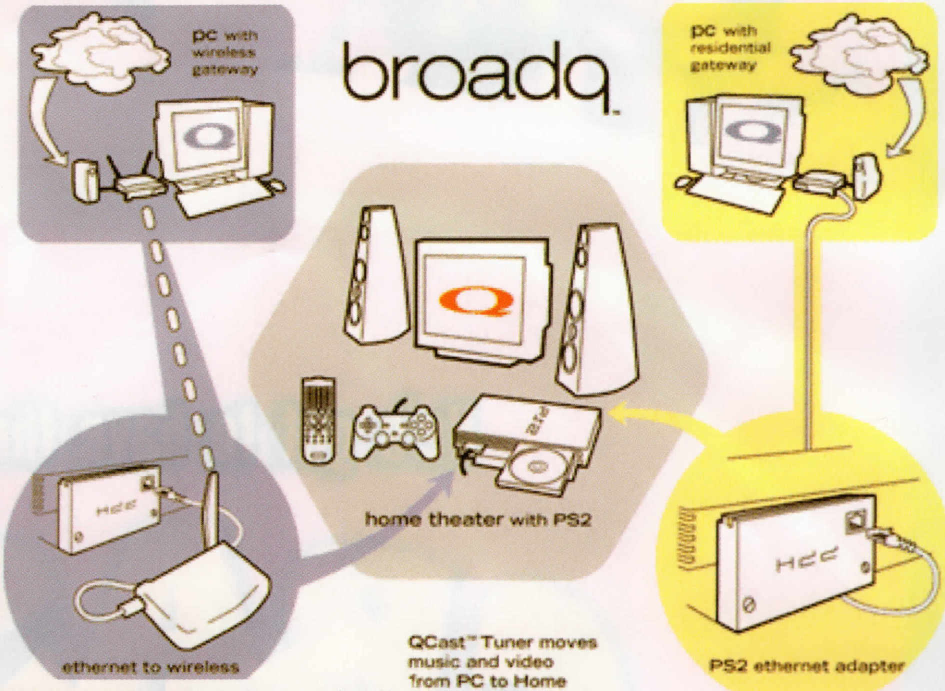
here come the warm jets.mp3
love_forever_changes.mp3
whitestripes_bigthreekilledmybaby.mp3
stooges raw power.mp3

MEDIA PHWOAR: New file compression techniques let you store hundreds of songs.



DRIVING AMBITION: That's the hard drive in the middle there, sandwiched between the PS2 and the Network Adapter.


broadq
pc with wireless gateway
pc with residential gateway
home theater with PS2
ethernet to wireless
PS2 ethernet adapter
HDD
QCast™ Tuner moves music and video from PC to Home Entertainment Center.

LINE OF THE TIMES: The Broadq system requires a PC. Expect Sony's version to arrive in a single piece of hardware.

›ONLINE UPDATE フハラハ

OFF THE RECORD

PS2 becomes a video recorder as Sony's UK online plans threaten to revolutionise home entertainment...

Sony are taking steps to transform PS2 into a fully-functioning multimedia 'hub' – offering online games, downloadable music, movies and recordable TV. SCEI (Sony Japan) are preparing to release a tuning device which, used in tandem with the existing Broadband/hard disk drive (HDD), will let you watch and *record* regular TV – just like a VHS video. With SCEE (Sony Europe) poised to confirm their online plans this Autumn – possibly as you read – UK gamers might be recording the Premiership on their PS2s as soon as March 2003.

Though Sony remain characteristically tight-lipped, a spokesman has hinted that their online plans are 'staggering'. Insider speculation suggests Sony will offer a Broadband-only model, available via subscription to a major cable/satellite operator – either with existing partner Telewest, or possibly even British Telecom. Potentially, gamers will be able to get their hands on a Broadband/40Gb hard drive combo for as little as £50 – with monthly subscription fees of £30 or less. You pay for installation, and the company does the rest – no messing about with wires and cables.

US technology firm Broadq are already offering a broadcast tuner for PS2, the Qcast, available for just $49.99 (About £30). The software links PS2 to your PC via a two-disk installation process, letting you watch, record and manipulate digital music/movie files. Once installed, you'd be able, for example, to play the latest Eminem album, before recording *The Office* and settling down to watch *The Royal Tenenbaums* – all via your DualShock 2.

With the UK telecomms industry offering access for as little as £20 per month (from Tivoli and Freecost, excluding installation), the gloom surrounding UK PS2 online gaming may be about to lift.

> **"UK GAMERS MIGHT BE RECORDING ON THEIR PS2s AS SOON AS MARCH"**

PSM2 RECKONS *Sony Japan have just released version 0.2 of their broadband browser software, placing the emphasis firmly on entertainment – surely a portent for the UK? We think Sony's UK plans will be Broadband-only, aggressively priced (about £200, including installation) and be heavily cross-promoted via a major telecomms firm.*

›FIRST LOOK フハラハ

DISORDER FROM CHAOS

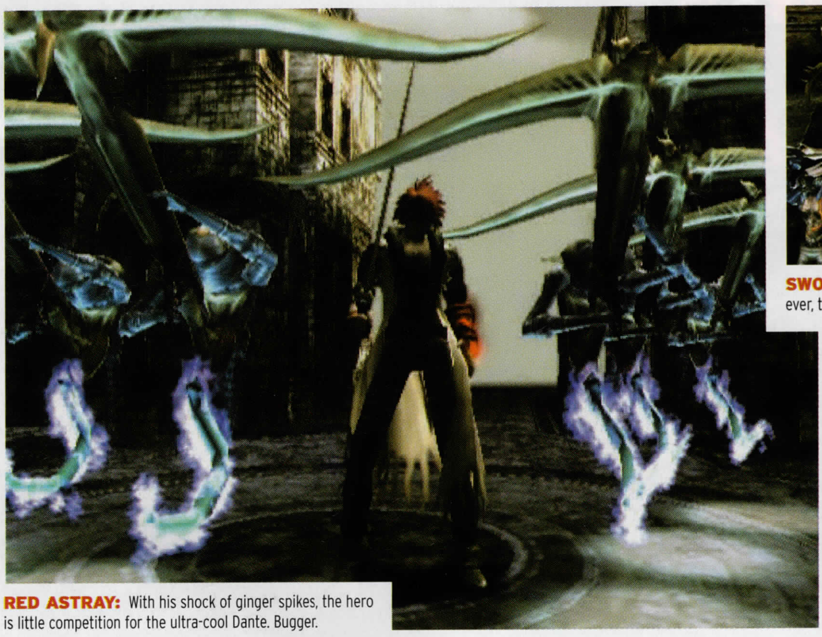
HORDE OF THE MANOR: You'll be ably assisted by artificially intelligent allies, a bit like *Onimusha 2*.

"*Chaos Legion* will sell a million," whisper Capcom Japan. Don't fear the beards – it's *Devil May Cry* at a Tolkien convention riot.

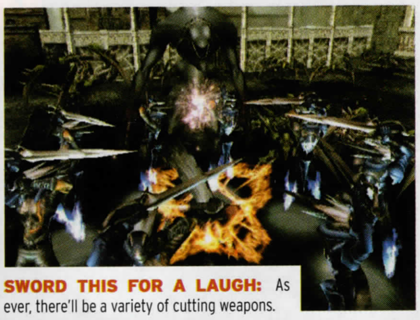
Somewhere between *Onimusha 2*'s compassionate multiplicity and *Devil May Cry 2*'s mindless savagery, lies *Chaos Legion* – Capcom's legion-dictating fantasy slasher. The game is based on the popular Kadokawa Shoten comic series, and promises action-RPG dynamics with unrivalled graphical fluidity. Much like EA's *The Lord of the Rings*, the transition between cutscene and in-game action should be virtually undetectable – assuming you, er, squint.

You play as swordsman Sieg Wahrheit, appointed to chase – bear with us, please – arch-villain Victor Delacroix across medieval Europe. The plot will follow multiple paths, with potential lurve interest from female characters Arcia and Sheila. Characters will be able to summon *Final Fantasy*-style guardians – in real-time, naturally – and command a horde of foot soldiers. Early hands-on reports suggest the action is gloriously chaotic and defiantly hi-res – if lacking the audacious flying attacks of *DMC2*.

PSM2 RECKONS *Despite our natural aversion to the orcs 'n' boils veneer, we're confidently expecting a slickly engaging fantasy adventure. Capcom don't make bad games, do they? Expect a March 2003 release in Japan, with the UK to follow, ooh, a few months later.*



RED ASTRAY: With his shock of ginger spikes, the hero is little competition for the ultra-cool Dante. Bugger.



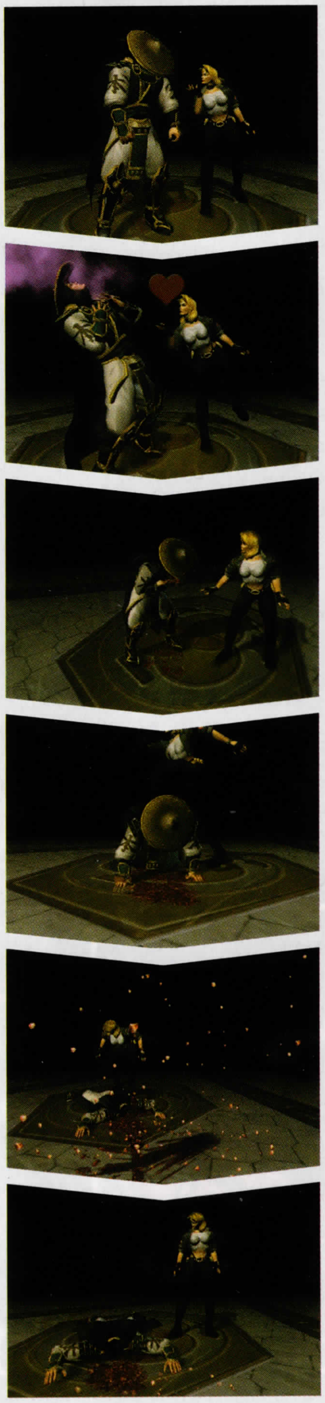
SWORD THIS FOR A LAUGH: As ever, there'll be a variety of cutting weapons.

SQUAD ALL WE CAN SAY: Capcom are keeping schtum, so nobody knows how the plot will develop.

FATAL ATTRACTION

"Will Sir be needing a straw?" – World Exclusive fatality revealed. Eugh.

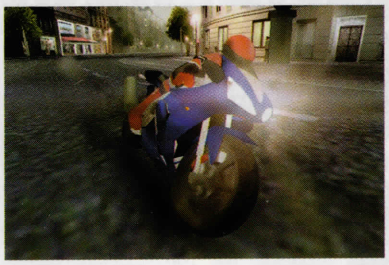
Sure, you've probably seen Sub Zero removing Scorpion's spine like an impatient child tearing at a birthday present, but now PSM2 can exclusively reveal Sonya's kiss-kiss-squelch-squelch fatality from *Mortal Kombat: Deadly Alliance*. We, er, don't think this needs much explanation. Sick bag, please...



›FIRST LOOK フハラハ

NIGHT RIDER

Brake Hard! Unfeasibly shiny first shots of *Midnight Club 2*– and, er, not much else.



BIKE TO BASICS: At last, bikes! Not quite sure if the driver will hurtle over the handlebars in a crash, mind.

SLEEK AND ONION FASTIES: Expect the usual range of to-die-for motors, 'inspired' by production vehicles.

Take 2 are buffeting the pistons on *Midnight Club 2*, promising more barely-visible brag-racing on the streets of LA, Paris and – surprise, surprise – Tokyo.

In a clear nod to *GTA: Vice City*, the original's Fast and Furious-style hot rods will be joined by superbikes – just don't expect any licensed manufacturers. *Midnight Club* scored a respectable 72% way back in PSM2# 03 – believed by many to be a technology test for *GTA3* – placing the emphasis on free-form scenic destruction and bumper-grinding duels. Sadly, these early shots look slightly implausible, in true Rockstar pixel-polished fashion – a bit like the early Kent Paul shots from *GTA: Vice City*. Expect a hands-on exposé next issue – and tighten your nuts for a Spring 2003 release.

PSM2 RECKONS *If Angel Studios can plump the cities with honking traffic, hoochy street gangs and wailing pedestrians – Zimmer frames, please – this should present a guilty alternative to the rigidity of racers like Colin McRae 3. Hard to see how this'll improve on Vice City's bumper-scuffing jams, mind.*

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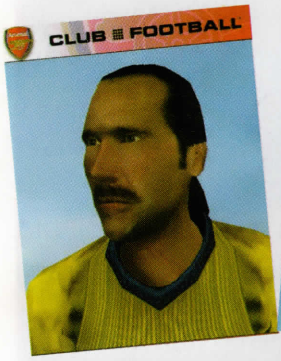
›PSM2 FOOTIE SCOOP フハフヌ

CLUBBED TO DEATH

Codies warm up 15 Club Footy Games, promising the greatest player likenesses. Kop your eyes on this…

As any Sunday-league manager will tell you, the best way to frustrate superior opponents during the game is to flood the midfield with players and cause a bleedin' great kefuffle. So spare a thought for Codemasters, who're releasing – *deep breath* – 15 individually-licensed Club Football games in their efforts to compete with the twin might of *Pro Evo 2* and *FIFA 2003*. Er, perhaps they're hoping to nudge them off the shelves.

There're seven British-based club games primed for March 2003 – Arsenal, Aston Villa, Chelsea, Leeds United, Liverpool, Manchester United and Rangers – plus eight European sides, including Juventus and Bayern Munich. Each game will be individually branded, with kits and likenesses, allowing players to create a unique in-game character and steer the club to glory. We're yet to see any game in action, but the likenesses are already shuddering. How many players can *you* recognise from the line up below?



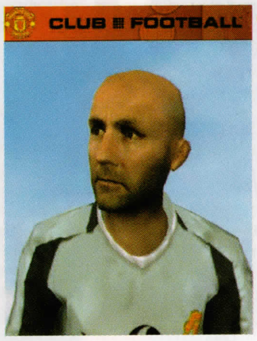
CLUE: Ludicrous hairline, neatly mirrored by his ability at high balls.

ANSWER: David Seaman

CLUB FOOTBALL

CLUE: Birmingham feller, lucky to play for England. Now just lucky to play.

ANSWER: Gareth Barry



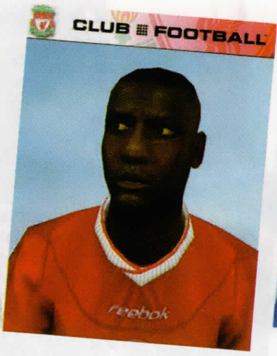
CLUE: Pint-sized smoking eccentric with destructive tendencies. French, see.

ANSWER: Fabien Barthez

CLUB FOOTBALL

CLUE: Despite persistent hip trouble, this striker wears plasters *on his nose*.

ANSWER: Robbie Fowler



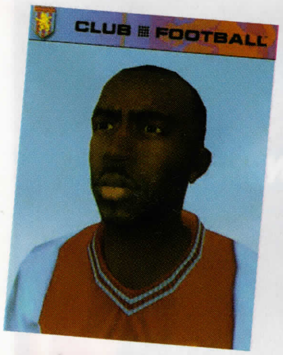
CLUE: "He's clean through on goal... he must score... oh, for the love of God."

ANSWER: Emile Heskey

CLUB FOOTBALL

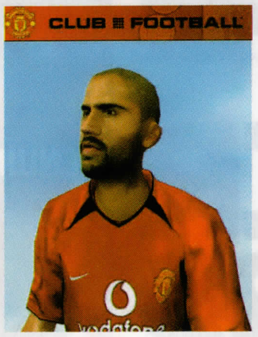
CLUE: The only half-decent player in all of Scotland. Sorry, the universe.

ANSWER: Barry Ferguson



CLUE: 'Promising' England player, with close control of Donald Duck

ANSWER: Darius Vassel



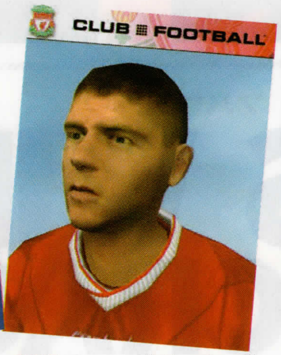
CLUE: Britain's most expensive player, with an unfortunate aversion to running.

ANSWER: Juan Sebastian Veron

CLUB FOOTBALL

CLUE: His dad was a good player, but you'd be hard-pressed to tell.

ANSWER: Frank Lampard



CLUE: Scouse midfield genius with eerie anti-receding hairline.

ANSWER: Steven Gerrard

CLUB FOOTBALL

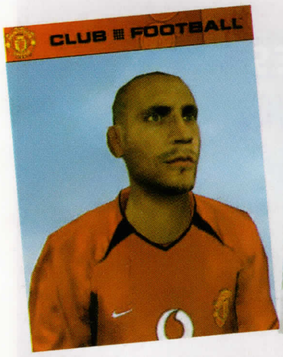
CLUE: Seen as the future of England's front line by, er, all of Yorkshire.

ANSWER: Alan Smith

CLUB FOOTBALL

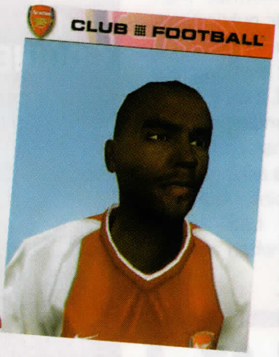
CLUE: Affectionately known in the PSM2 office as 'shoe-face'.

ANSWER: Ruud Van Nistelrooy



CLUE: The World's most expensive defender and near-permanently injured.

ANSWER: Rio Ferdinand



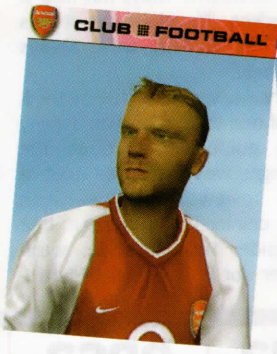
CLUE: A defender who's better going forward than, er, defending. Yes, weird.

ANSWER: Ashley Cole

CLUB FOOTBALL

CLUE: Responsible for the greatest goalkeeping mistake post WW2.

ANSWER: Peter Enckelman



CLUE: Flies like Mr T, so travels to European games by boat.

ANSWER: Dennis Bergkamp

CLUB FOOTBALL

CLUE: Older than the metric system, but Chelsea's best player by a mile.

ANSWER: Gianfranco Zola

PSM2 RECKONS:

A tenner says they'll bodge out a generic – low-rent – game engine, and stick on 15 different front-ends to shiny boxes with a bit of Blu-tac. But, hey, let's try to be positive about this one. The player likenesses, as you can see, are tremendous – so c'mon Codies, don't fudge the game.

BYTESIZE
スカラシサ

› **JAPAN:** Konami have secured the licence to the new Teenage Mutant Ninja Turtles animated series, with the first game due in 2003. Details are scarce so far, but we're expecting something along the lines of a scrolling beat-em-up with puzzle sections – as an idea, anyone remember *Tournament Fighters* on the SNES?

› **USA:** Acclaim are pinning their hopes on *Legends of Wrestling 2*, featuring World of Sport (early '80s lunchtime TV) favourites Giant Haystacks, Kendo Nagasaki and – get *in* – Big Daddy. Expect a November release.

› **USA:** Rockstar are releasing – gak – seven soundtrack CDs to accompany the release of *GTA Vice City*, one for each in-game radio station. Despite the sexy packaging, the move smacks *a little* of callous opportunism. Next month: WWE wrestlers shouting on MiniDisc. If we're lucky.

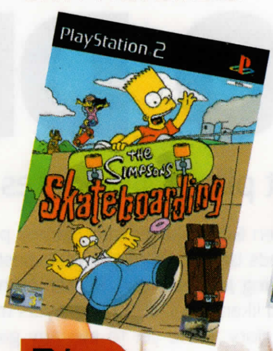
› **UK:** Vivendi have snapped up the publishing rights to Rebellion's long-anticipated *Dredd vs Death*. The format is FPS, with a glorious recreation of Mega City One. The game has been optimised for PS2, and should appear during the second half of 2003.

› **UK:** Big Ben Interactive will be releasing the PAL version of *SOS Escape* – better known in Japan, as *Zettai Zetsumai Toshi*. Irem's natural disaster simulation scored a pleasing 78% back in PSM2#24, and is currently scheduled for a February 2003 release in the UK. Sadly, the British version won't be set in Dudley.

PSM2'S CHRISTMAS LOGS

Every now and then, a publisher conveniently forgets to give us a game before it hits the shops. Why? Because it probably stinks. The key word, for all you lawyer types out there, is 'probably'.

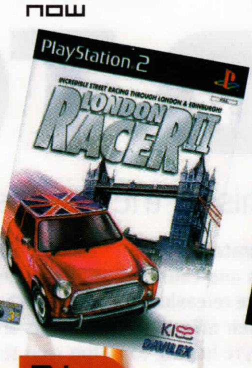
OUT UK
9TH NOVEMBER



INFO

- **DEVELOPER**
  Code Monkeys
- **PUBLISHER**
  EA
- **GAME TYPE**
  Sports
- **PRICE**
  £39.99
- **Foods you might've eaten to produce such a log:** turnips, sprouts and 57 baked bean toasties. Eugh... Phhrrrt... Sob.

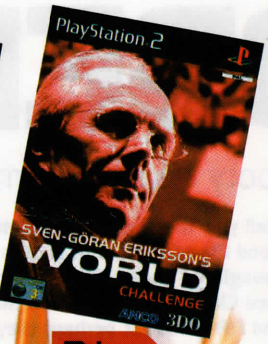
OUT UK
NOW



INFO

- **DEVELOPER**
  Davilex
- **PUBLISHER**
  Davilex
- **GAME TYPE**
  Racing
- **PRICE**
  £19.99
- **Foods you might've eaten to produce such a log:** Californian prunes, wasabi and Castrol GTX. Parp... shhh... oh, 'eck.

OUT UK
NOW



INFO

- **DEVELOPER**
  Anco
- **PUBLISHER**
  3DO
- **GAME TYPE**
  Sports
- **PRICE**
  £19.99
- **Foods you might've eaten to produce such a log:** chocolate footballs, a swede and a tin of Winalot Prime. Arrr...ooh... thas bedder.

›PSM2 INVESTIGATES フハワヌ

PSM2'S WINTER REVIEW CRACKERS

Sifting the nuts from the rubble, so you can enjoy your gaming hibernation.

Yeah, yeah... you're probably sick of games mags telling you how their reviews are *funny*, *honest* and *well written*, but how many actually seem to *enjoy* what they do? Hmmm. *Hmmm?* Christ, we love games. We mightn't have the latest chumley-bumworther jeans, or wear badges proclaiming our love for the chuffin' Black Rebel Tricycle Club, but we'd never sell you short, review a half-finished game, or exchange a review score for a hokey-cokey exclusive. That's not how it works, we reckon. We might not always get it right, but, dammit, we're always 100% passionate.

Jeez, sorry. Ah, yes, we *sincerely* think £40 is a lot of money to spend on a shiny disc, so to guide you through the Christmas jungle, we've compiled a list of our recent review scores – with independent opinions from various PS2 mags alongside. Bullshit aside, we're slouching over our PS2s – sorry, Mum – 24/7 to keep you better informed than certain, er, more *enthusiastic* publications – but do let us know if we're getting it wrong. Not that we'd expect anything less from you, the discerning and, if we may be so bold, slightly more demanding readers of PSM2. Er, apart from that chap who writes like a baby, who keeps asking about *GT4*, but you get the point. After all, nobody wants to spaz four crispy McKennas on a duff game when trainers are so expensive...

GAME	PSM2	OPS2	PSW	PLAY
BURNOUT 2	91%	8/10	10/10	93
RED FACTION 2	85%	8/10	9/10	Not Reviewed
TIMESPLITTERS 2	95%	10/10	9/10	94
EGGO MANIA	40%	4/10	7/10	47
NEED FOR SPEED 2	89%	8/10	Not Reviewed	Not Reviewed
KELLY SLATER'S PRO SURFER	75%	6/10	8/10	Not Reviewed
HITMAN 2	89%	9/10	9/10	91
AVERAGE SCORE	80%	7.57	8.6	81%

007* REASONS TO BUY JAMES BOND... NIGHTFIRE ...WITH PIERCE BROSNAN

*Not strictly true. **Not true. ***False.

Why he-llo, Pierce Brosnan** here. Just offed a few cads with a toothpick and parachuted in on a hankie to tell you about my new game. Ye-esh, that's ex-shactly what I did... not making this up... P.S. true***...

GADGETS

KEYS! Torturing victims with my Stunner is hilarious. The name's Bond, James Bo... Zzzzt. Ho ho ho!

GIRLS

PLUNGING NECKLINES! And talking of stunners, this game's full of ladies eager to say "Hell-o."

GENUINENESS

FLAMES! An intro movie where dancing ladies tickle missiles and explode... it's great being me.

GOODIES

SKIDOOS! Lots more Bond moments - like smuggling aboard a grocery truck to avoid detection.

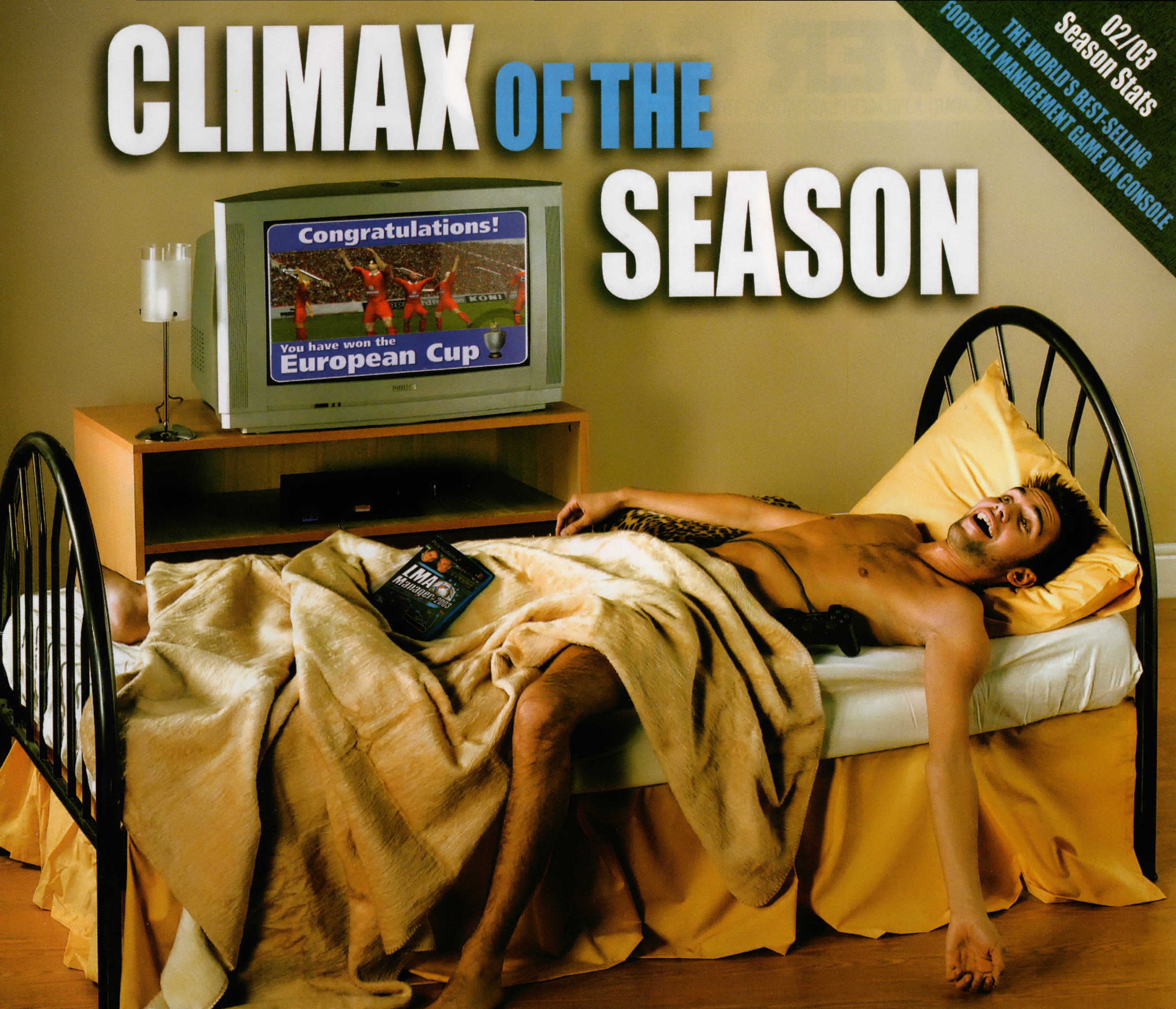
GUNS

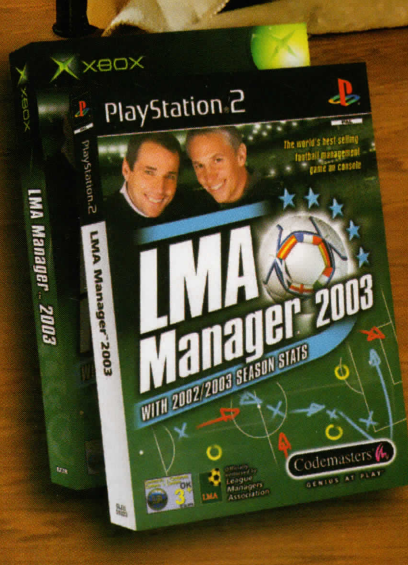
CHOPPERS! Hmmm... Wolfram PP7, Dartpen or Sentinel AT420 Rocket Launcher? You decide.

CLIMAX OF THE SEASON

02/03 Season Stats

THE WORLD'S BEST-SELLING FOOTBALL MANAGEMENT GAME ON CONSOLE





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XBOX PlayStation 2 LMA

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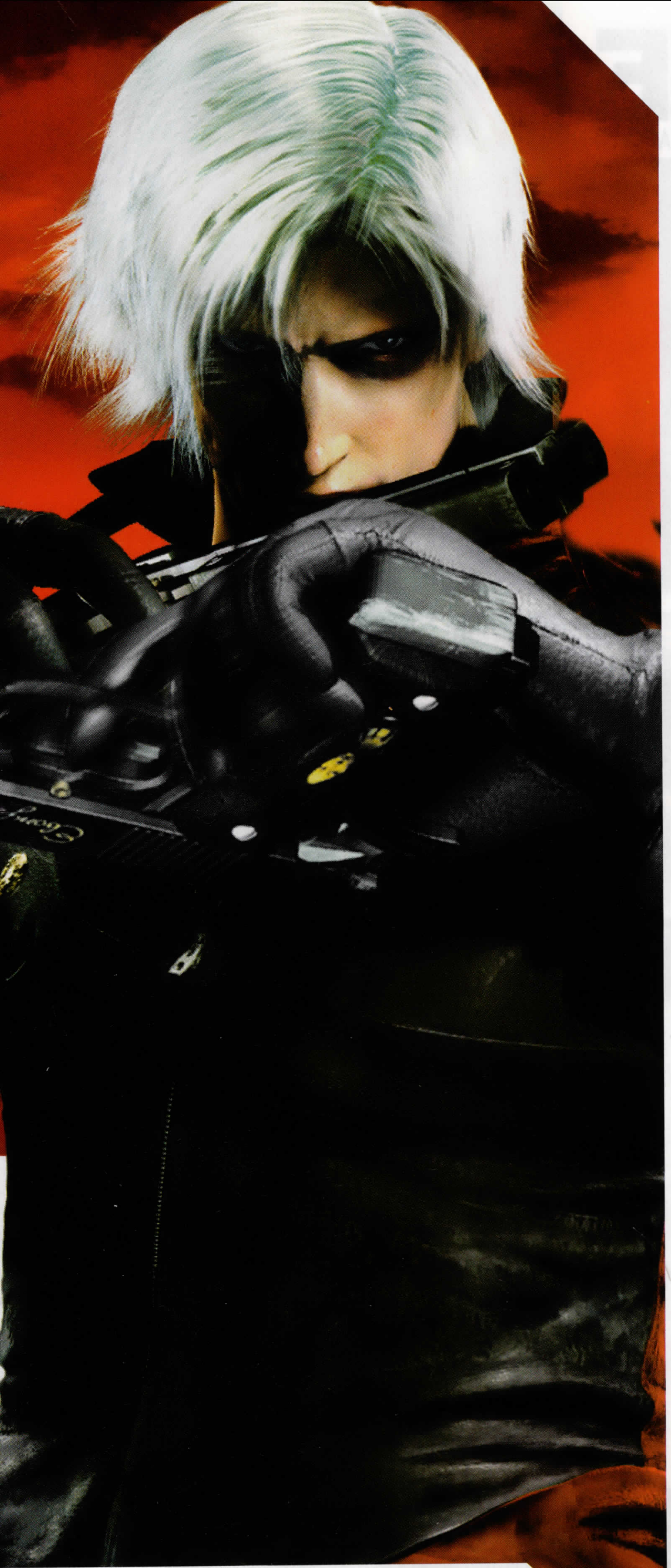
COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

OUT JAPAN 30TH JANUARY **OUT UK** 21ST MARCH

DEVIL MAY C

“DANTE'S ARSENAL OF ABUSE HAS EXTENDED INTO A FEARSOME REPERTOIRE



RY 2

FOR HIS RETURN TO PS2"

Bring your daughter to the slaughter, Bruce Dickinson requested. Capcom seem happy to oblige, twinning PS2's hardest-hitting hero with a small girl. Bloody hell.

SHOUTING AT THE DEVIL: Marcus Hawkins

God blessed the single man with many avenues of stress relief. Football, fighting, videogames, masturbation. Many, many avenues. Yes. Combinations of such gourmet pleasures usually produce the most dramatic results, which is why last year Capcom carved up the charts with the original *Devil May Cry* – a bruising, 100bpm, white-knuckled discharge of death.

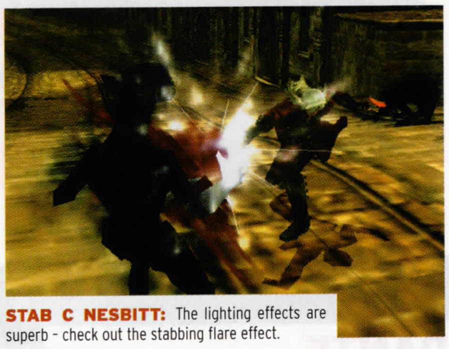
It followed a half-man, half-demon ('all vengeance', or something) and his search for the truth, and evil things to kill. Despite the dodgy script and voice acting (a deadly combination of cheese and ham), it captivated the PSM2 team for the entire 12 – yes, *12*) hours it took to complete.

Key to *DMC*'s success was the range of style-caked attacks that could be strung together in one frantic, deeply satisfying combo. Admittedly this was aimed, for the most part, at a succession of cleaver-fingered puppets (hardly the stuff of nightmares), but Dante's Fonze-cool animation routines set the screen alight – a devastating explosion of blade and bullets restrained only by a crimson jacket and cuban-heeled boots.

Take a look at the scorching footage on this month's disc however, and you'll see Dante's arsenal of acrobatic abuse has extended into a fearsome, grin-enhancing repertoire for his return to PS2. Visually, the most dynamic new elements are the aerial manoeuvres. Not only can Dante run a short distance up, and even along walls and buildings, but he can backflip off, twist downwards and unload the contents of Ebony and Ivory into enemies below, hovering in the sky like some shell-shitting, six-foot kestrel.

From the start of the game, Dante can even double jump while in the air, shooting, kicking or slicing airborne targets to the floor. Utterly brilliant. And muscle-tensingly chaotic.

"CAPCOM CARVED UP THE CHARTS WITH THE ORIGINAL DEVIL MAY CRY"

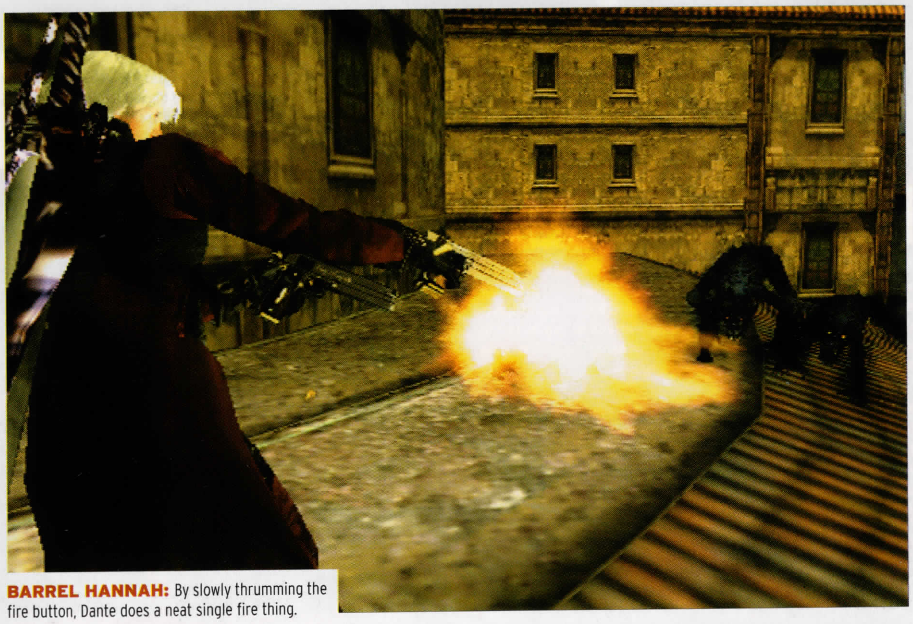


STAB C NESBITT: The lighting effects are superb - check out the stabbing flare effect.

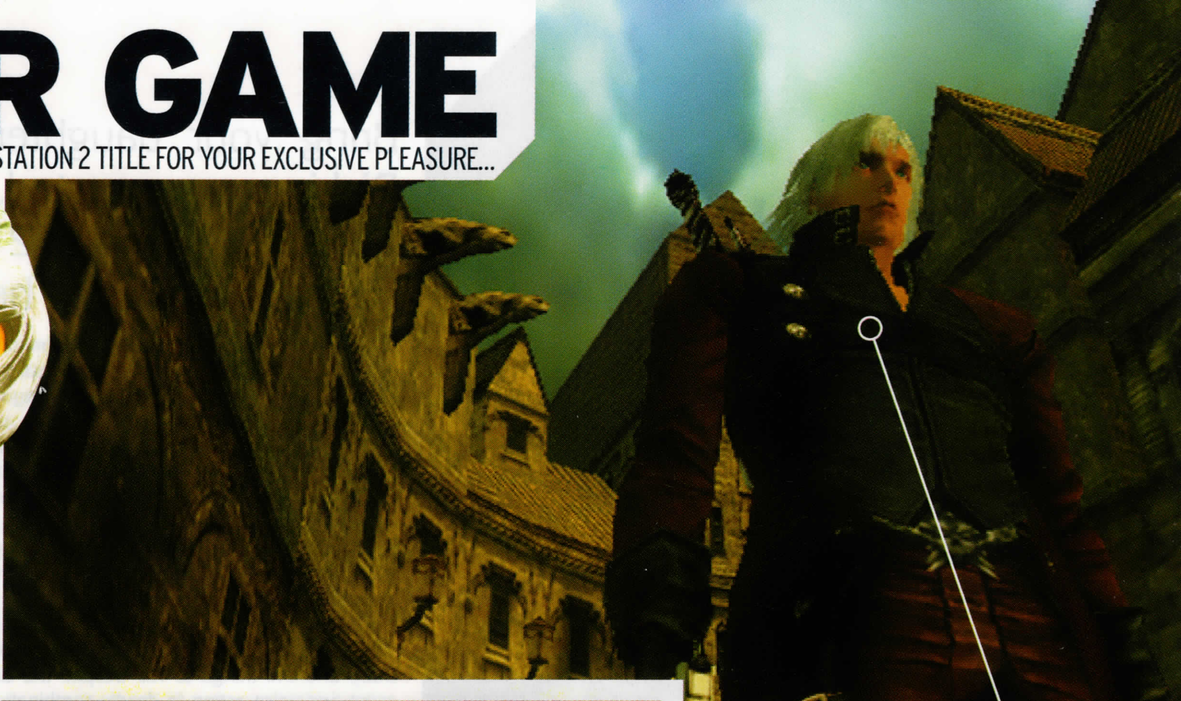
We still have some issues with the camera placement for some of these moves – it can be a royal pain in the squid beak trying to see what you're aiming at at times. Thankfully, Capcom's R1 lock-on system ensures that you continue to vent death at lurching, gurning, fleshy things rather than the pavement.

Other notable additions to Dante's arsenal include the ability to cartwheel sideways out of trouble, a couple of OTT flips and the slick new 'arm flailing' when in a firefight. As you'll have seen from the screenshots here, if he's surrounded by enemies, Dante can cross his arms or fling them apart, shooting to the left and right at separate targets, or hurl one arm over his shoulder to shoot an attacker lunging from behind.

Unfortunately, you can't actually trigger and control this action – it happens automatically (it would probably mess wi't yo' head if not). However, a great new feature on the way is the chance to equip each hand separately – opting, for instance, for a quick-fire handgun in one, with a slow-to-reload but punishing shotgun in the other. How cool? We said the original game "stuffed a toothpick into the corner of your mouth", such was its sense of style. *DMC2* wants to shove an entire birch forest down your fat neck.



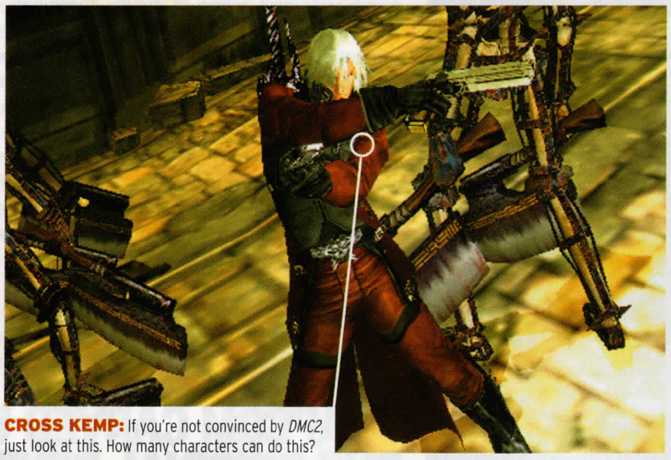
BARREL HANNAH: By slowly thrumming the fire button, Dante does a neat single fire thing.



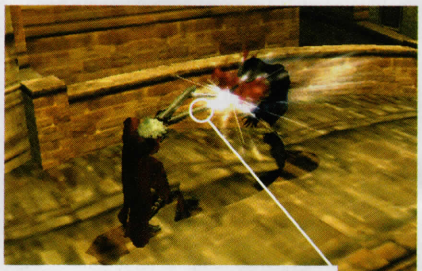
DANTE

'Wiggy', as he's affectionately known round here, starts the game with his basic longsword and Ebony & Ivory handguns. He's a powerhouse compared to Lucia, and can double jump in the air or off a wall wherever there's an opportunity. Thankfully, he hasn't opened his mouth in the sequel. Yet. Oh, and his coat tails feature more detailed animation. Important, that.

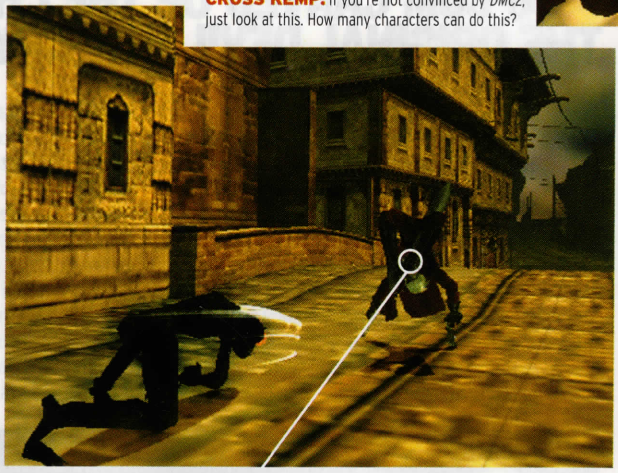
BODY HOLDER: More detailed character models give the game an edge.



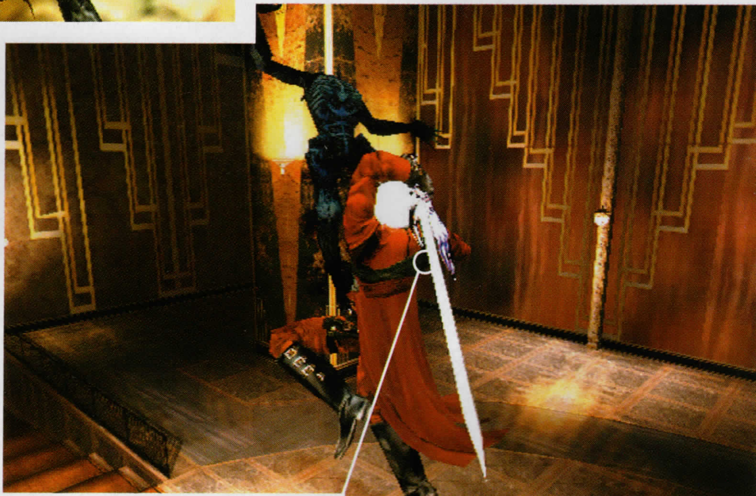
CROSS KEMP: If you're not convinced by *DMC2*, just look at this. How many characters can do this?



SLASH GORDON: Sword attacks are accompanied by an improved 'blur' effect.



GYM BOWEN: As in life, ◎ is the 'evade' button – by pressing it in conjunction with the left analogue stick, you can pull off a jumping front roll, a side roll or a back flip.

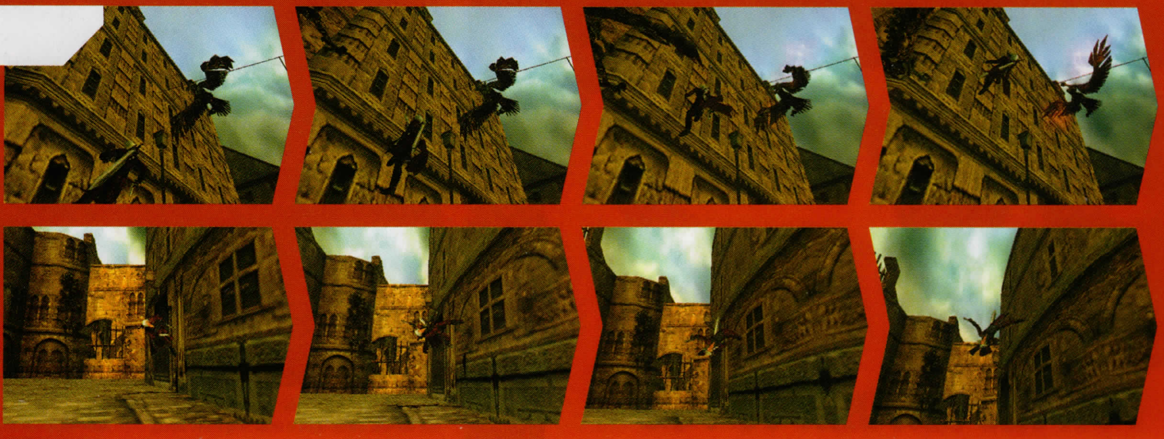


TREVOR CLEAVE: Pressing △ brings out your sword – roll the left analogue for different attacks.

FLIP REPLACEMENT

Currently, Capcom seem to be calling the move a 'Wall Hike', which we kinda like. You basically run up to a wall and press ◎ to send you running vertically a short distance, before backflipping off. Essentially, it can be used two ways: attack or evade. In the sequence on the right, you can see Dante using the wall to gain height in order to take out the bird demons.

In this sequence, you can see how the move can be used to get you out of trouble closer to the ground. Imagine you're pinned up against a building like this – hit the wall, backflip off and land behind your attacker, guns drawn. We find that combining this with shooting at your enemies from the air elicits the maximum respect from onlookers.



Perhaps the most useful addition to Dante's armoury, in gameplay terms, is the ease with which you can slip into demon mode. Top up your Devil Trigger gauge and tap L1 to unleash the beast within, transforming Dante into an invincible demon. However, your powers seem to build up a lot faster than the first game now, and the demon you transform into is red, not blue.

This time round there are lots more recharge points where you can power-up your DT gauge – just before you walk through a door into the equivalent of Satan's bedroom, usually. Or if you need to spend a lot of time in the air to achieve a mission objective. Yes, as with the earlier game Dante can fly in demon form but, rather than trading in Red Orbs for the 'Air Raid' upgrade, you now need to find the AerialHeart Amulet.

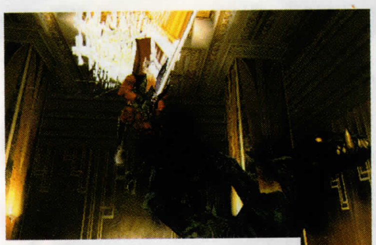
There are three types of Amulet in the sequel – each playing an important role. Whereas previously there was a lot of mystery surrounding the amulet, in *DMC2* they're used to increase your abilities and power in demon form.

We've already had plenty of opportunity to test out the new devil powers during several set piece sequences. At one point, while investigating the deserted village in the first mission, you run into a courtyard area. Cue the arrival of cutscene black borders, portcullis' suddenly dropping to block your exit and a million-and-one shark-jawed 'shadow hounds' queuing to chew your face off. Actually, we don't know if they're called 'shadow hounds', but they have a smeared, smokey appearance – if you've played the original *DMC* or experienced the peerless *Ico*, you'll know the kind of effect we mean.

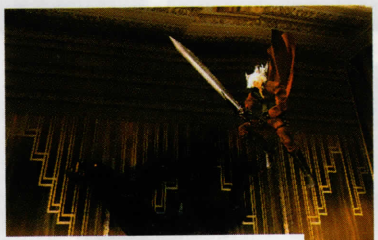
So, we've no idea what they're really called. But one thing's clear – they must die. All of them, if you're to move through the area. To be honest, with the new and improved Devil Trigger – and

"WE'VE NO IDEA WHAT THEY'RE CALLED, BUT THEY MUST DIE"

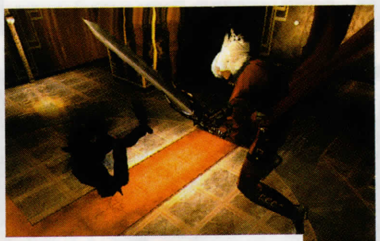
SWORD OF THE FLIES



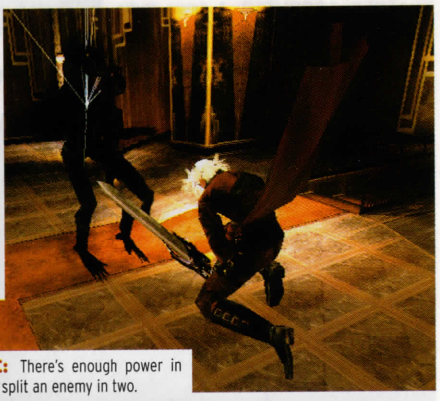
DEMON ALBARN: Surprising a shadow beast with a blade down the spine.



CHAS 'N' DIVE: The creature falls, twisting to the floor.



HAIRY RAMSDEN: Hey look - Dante's hair moves! Another lovely new touch...

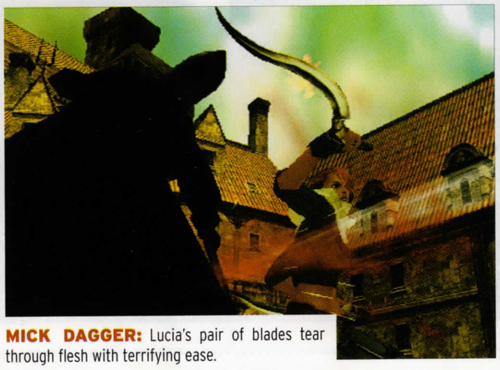


KILL ODDIE: There's enough power in Dante's sword to split an enemy in two.

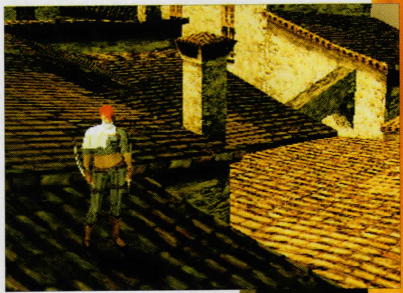
Although Capcom actively encourage you to use your sword and guns in combination by rewarding you with more style points when you d, certain enemies are more suited to the purity of death supplied by a blade. You've probably already got the message that *there's going to be a lot of fighting in the air* and, as you'd expect, you can inflict more damage when you hit the gruesome demons from a great height, as pictured above. You begin the game armed with your basic longsword (while playing as Dante – Lucia prefers daggers, you see), but don't fret, as you'll certainly have the chance to wield far more powerful weapons as the game progresses.

KNIFE TO MEET YOU

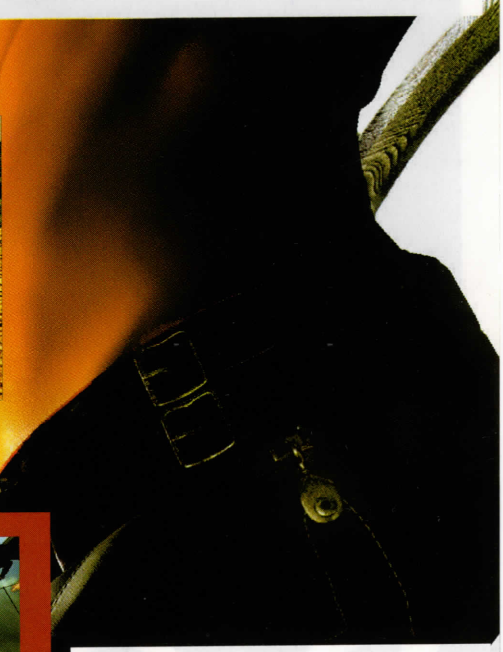
Capcom's *Devil May Cry 2* R&D team clearly like a nice bit o' Buffy. Adorn Miss Gellar with a cloak, a red wig and a couple of curvaceous blades – squint a bit – and you've got Dante's sidekick Lucia. She looks like she'll be more effective than Dante in close combat as she's incredibly fast on her feet, and with twin blades can cut up a group of spooks 'real good' in half the time. However, her long range weapons are restricted to throwing knives – which is surely a bit rubbish compared to Dante's bullets?

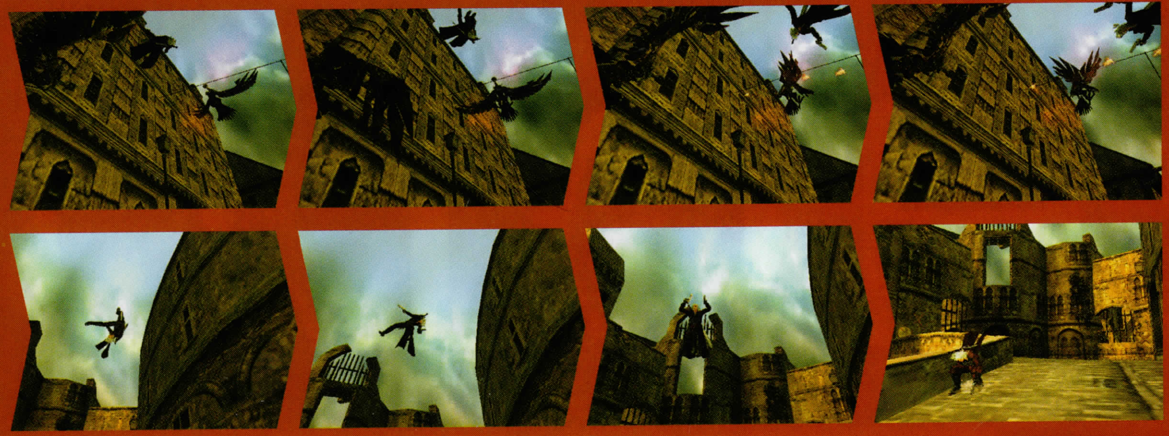


MICK DAGGER: Lucia's pair of blades tear through flesh with terrifying ease.



ROOF RENDELL: Out on the town, you're guided by orbs to check out the rooftops...



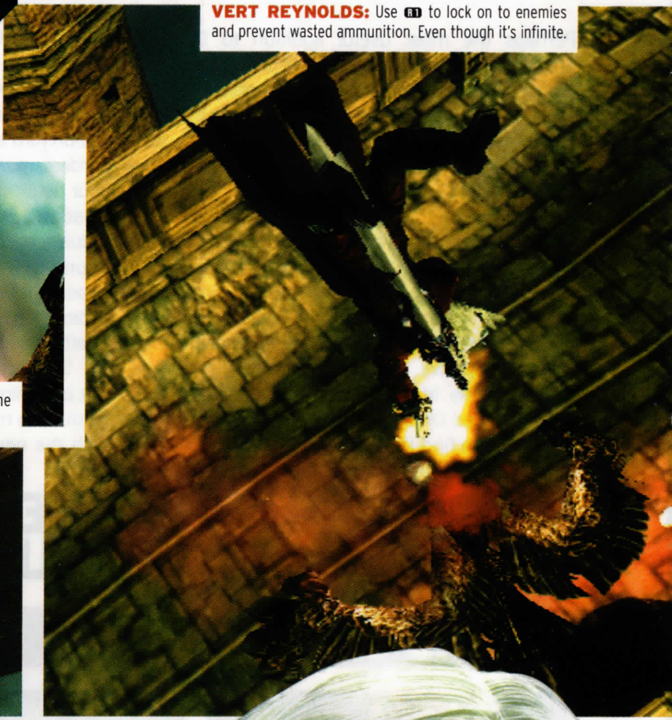


LUCIA

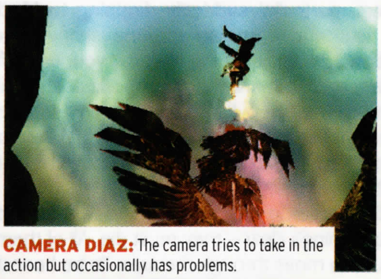
The major differences between ginge and Dante include her far nippier, agile moves and the fact that, although she can't do a flashy jump in mid-air, she *can* pull off a triple wall jump if pushed. You can expect the 'own unique physics' of her cloak to rival Dante's flapping coat and, we suspect, there'll be a bit of steamy rivalry between them.

PULL THE HOVER ONE

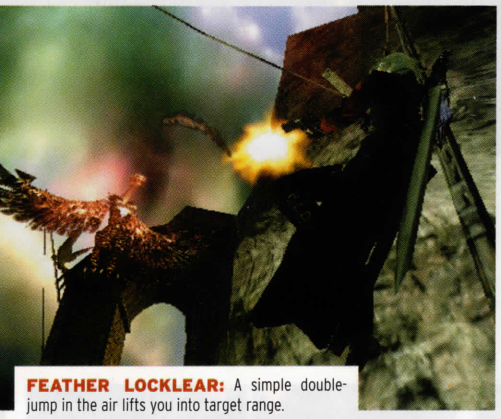
Christ, look at it – *look at it*. Brilliant. ***Brilliant***. Dante's new airborne shooting attacks are simple to unleash, but awesome to look at. Do they have more of an effect than if you're pulling the trigger on the ground? Who the hell cares. The way Dante floats gracefully to earth using the staccato punch of a hundred bullets is the most satisfying thing we've done in a videogame in – ooh – at least a week. Don't forget, you can get a 'bonus' for mixing up these kind of moves into a violent combo – and all your bonuses count towards your final hi-score.



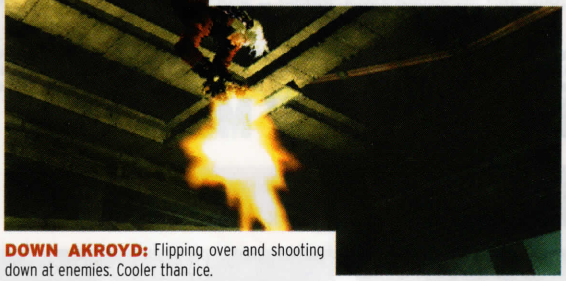
VERT REYNOLDS: Use R1 to lock on to enemies and prevent wasted ammunition. Even though it's infinite.



CAMERA DIAZ: The camera tries to take in the action but occasionally has problems.



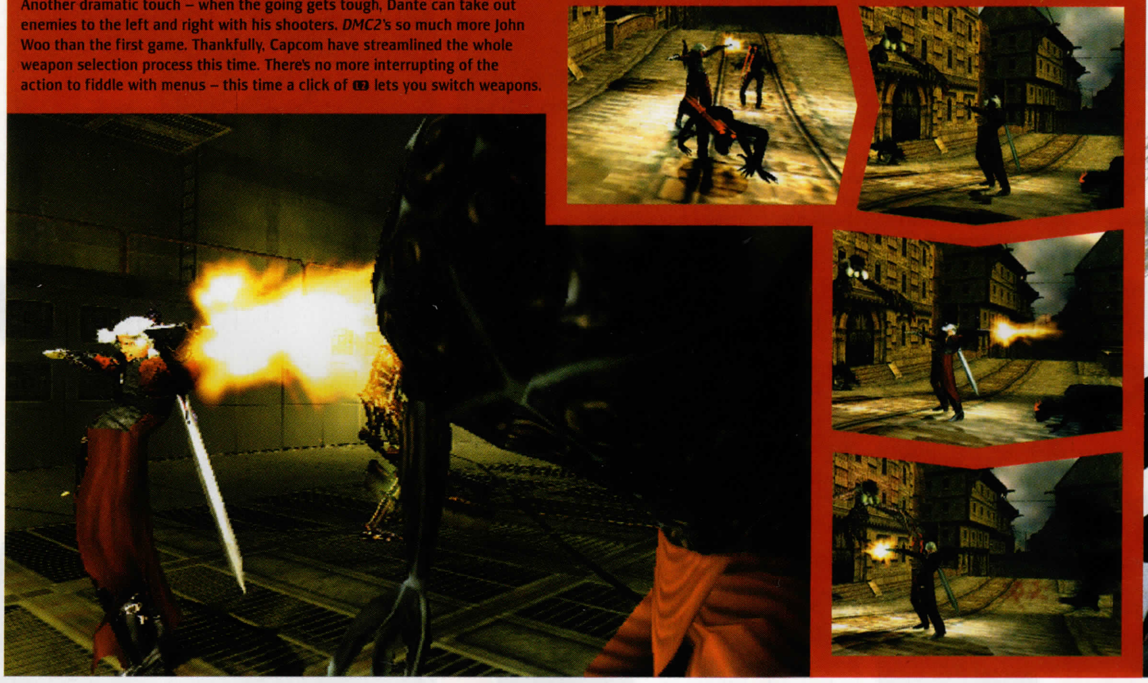
FEATHER LOCKLEAR: A simple double-jump in the air lifts you into target range.

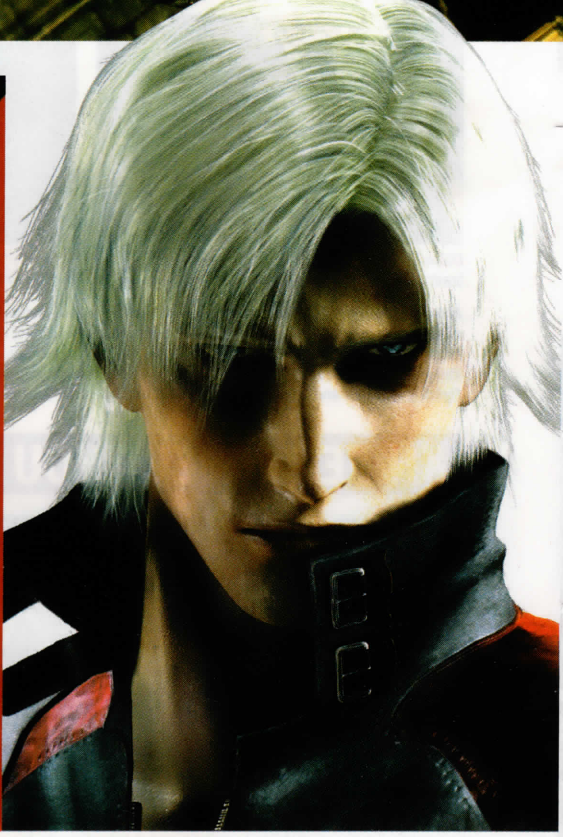


DOWN AKROYD: Flipping over and shooting down at enemies. Cooler than ice.

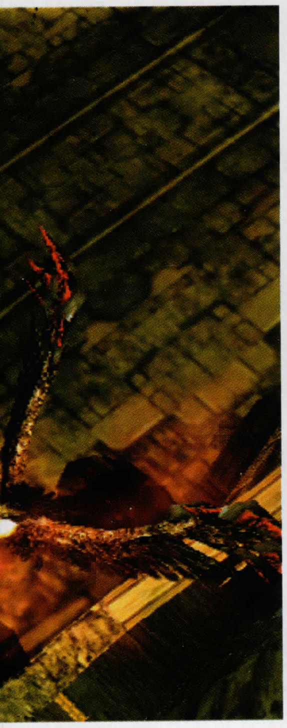
TWIN, LOSE OR DRAW

Another dramatic touch – when the going gets tough, Dante can take out enemies to the left and right with his shooters. *DMC2*'s so much more John Woo than the first game. Thankfully, Capcom have streamlined the whole weapon selection process this time. There's no more interrupting of the action to fiddle with menus – this time a click of L2 lets you switch weapons.



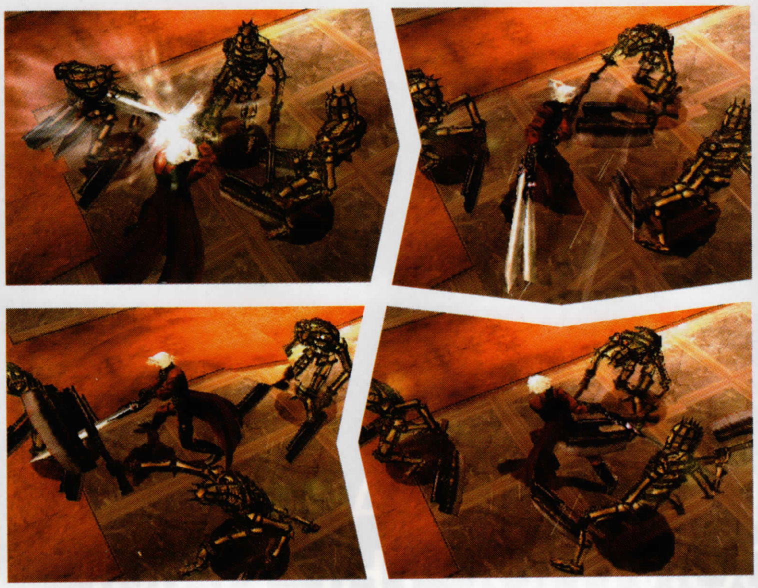


BeHOLD



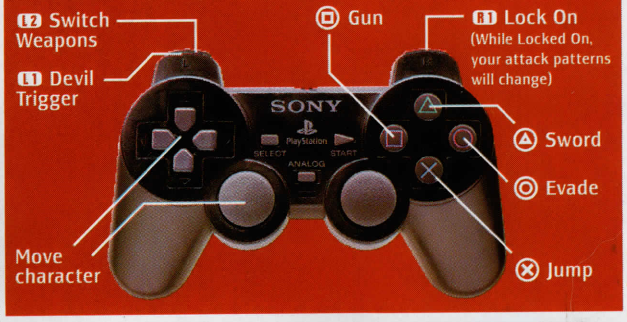
CIRCLE OF FRIENDS

The quickest way to take out a small group of idiots like this one is with your sword, spinning round in a carving arc. Don't forget to collect the Red Orbs as you go, which spill from their sliced bodies, as these count towards your final score and power-up your character.



YOU'VE BEEN A PAD BOY

There are a couple of changes to the control system this time round – although you'll be mashing the buttons like Delia Smith's spuds until you get into the flow of things.



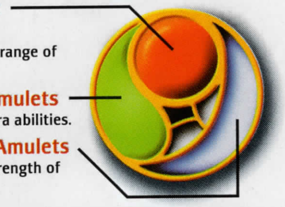
TRANS-AMULET

There are three types of Amulet in the game, the powers of which can only be tapped into while you're in demon form. You can equip one of each Amulet at a time – your choice appears in the top-left of the screen in a similar gauge as the one to the right. We expect there to be four 'grades' of each Amulet, each adding its own unique aspects.

Movement Amulets
Increases the range of your moves.

Support Amulets
Gives you extra abilities.

Attribute Amulets
Boosts the strength of your attacks.



continuous machine gun-like carnage sparking from your demon fists – it's pretty bloody simple. There's a seemingly endless stream of them though, ensuring this event stands out.

Naturally, boss encounters provide the key set pieces. In the version we've been playing there's only one such encounter in place – a typical find-the-weak-spot-and-keep-pounding-it slog to the death with a large, two-legged freak cast from metal and flesh. You basically need to avoid the enemy's ball-like fists being fired at you on giant chains. One hit and you end up spinning to the floor. Handguns don't have much of an effect here – bullets bounce off its hide.

"JUMP UP AND COME CLEAVING DOWN ON ITS HEAD WITH YOUR LONGSWORD"

The solution? Jump up and come cleaving down on its head with your longsword. Again and again. Dead similar to the flaming scorpion tarantula thing from the first game – although this time it's much easier to do its motor in.

On top of all this, there's also the chance to play as a woman. In one of the most unsurprising twists in a Capcom adventure, you'll get to kick demon ass as new girl Lucia. Being a 'videogame girl' she's light on her feet, quicker than Dante but – we'll put money on it – *not as strong*.

We've yet to play as Lucia, but from what we've been shown, she'll be armed with martial arts attacks and two short blades. Don't expect her to be able to fly about as a demon, but do expect her to have her own unique missions.

After spending some time with the code then, we've come away wanting more. A good sign. Despite the gymnastic new feel to the game, it doesn't look like it'll be a huge leap on for the series.

If you were apathetic where the original game was concerned, from what we've played of its sequel you're probably going to find little to convince you to give it a go. There's only so much running around collecting red dots you can stomach, right?

Well, to be honest, if you're not even a little turned on by the action of *DMC2*, you're probably already dead. Sod sneaking round 'trying not to be seen'. Like *Burnout*, this is a return to the roots of videogaming. Live fast, collect all the stuff, kill things, get the hi-score, die young. It's a cut-cut, bang-bang detonation of pleasure all over your screen. But Dante still sounds like he's wearing ladies' shoes… **PSM2**

HANDS-ON VERDICT

This is *DMC* to the power of ten, with all the enhancements you'd expect. True, the first level we played (the town) was very sparsely littered with enemies – but it's been designed to give you a feel for the new moves. So what would we tell Capcom to add? First up, give us more to chop at. Remember *Smash TV* on the SNES? Walking into an arena which swelled with waves of cannon fodder? Something similar would be great. Keep Dante's cheese to a minimum. We *really* wish you hadn't given him an irritating surf dude persona. Oh, and make him sound like he's a man running with heavy boots on. Cheers.

You'll love it because…
The improvements make it even more thrilling to play.

You'll hate it because…
There isn't enough freedom to explore or shock moments.

DVD ACTION
An exclusive look at the game can be found on this issue's disc. Even more unseen stuff next month…

ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★★★

INFO

- **DEVELOPER**
  Capcom
- **PUBLISHER**
  Capcom
- **GAME TYPE**
  Action adventure

ANTICIPATED FEATURES

- Two characters.
- More detailed ranking system. Improved animation.
- New Amulet upgrade system.
- Easy access Status Screen, with fight data, plus info on weapons, moves and items.

WHERE IT'S AT…

- Still being coded behind closed doors. The game will hit Japan in January and the UK in March…

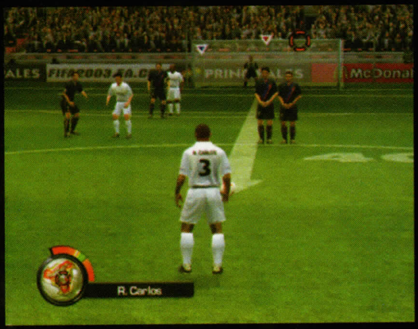
the second coming
KONAMI

CONTROL THE BALL AND
YOU CONTROL THE GAME

FIFA FOOTBALL 2003 has an all-new AI engine.
It fundamentally changes the way you play the game.
The ball behaves like a ball. Better get back in training.

Get on the pitch. Get in control. Be the 12th.

fifa2003.ea.com



THE 2003 FREEKICK MODEL

Dead ball doesn't mean dead game. The new set-piece dynamic gives you complete control. You can shoot and dip your effort under the bar, drive it at pace through your own players in the wall or hit it like Roberto C: ridiculous swerve laced with a touch of malice.

THE 2003 FREESTYLE CONTROL MODEL

EA SPORTS™ Freestyle Control is a brand new ball control mode. Freestyle Control gives you individual moves for individual players. The kind of move to embarrass a defender. The kind of move to make him bring you down on the edge of the box. Over to you, Roberto.

NINTENDO GAMECUBE XBOX PlayStation.2 PC CD

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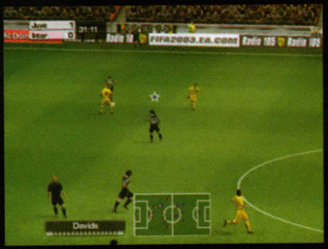
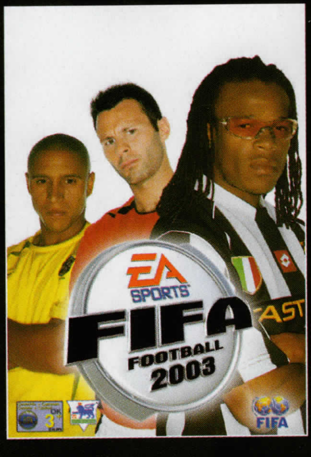
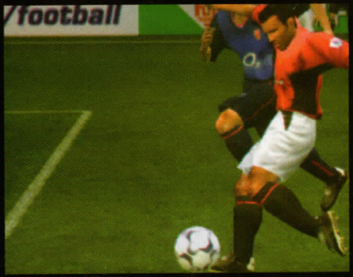


THE 2003 PASSING MODEL

New team play and team tactics. Breaking down the opposition needs more precision passing and movement. See Edgar Davids for details.





THE 2003 BALL PHYSICS MODEL

Dodgy headers, wild slices, overhit passes – you can do them all if you're not skilful enough. New ball physics mean the ball won't do all the work for you. The ball will react like the ball that Davids wins, the ball that Giggs flicks and the ball that Roberto Carlos punctures walls with. This should sort out the men from the youth team.

THE 2003 DRIBBLING MODEL

Inverse Kinematics taken to the next level. The ball doesn't stick to you, you have to stick to the ball. Ryan Giggs can do this. Can you do this?

FIFA

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EA SPORTS

It's in the game

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

トクセンジョウホウ

プレビュー

YOU WANT TO INFLUENCE US? THEN DEVELOP GAMES THAT GRAB US FROM THE FIRST SHOT.

JONNIE

Unwanted PR pressure has gone into overdrive this issue. Heavy handed emails attempting to suckerpunch us into submission, to bully us for exclusives or to try and fix scores. And, most worryingly of all, the whole messy pudding fight's just a scant 13 pages away – the result of a staggering 50-plus pages of reviews this issue. Anyone would think it was the birthday of Jesus himself…

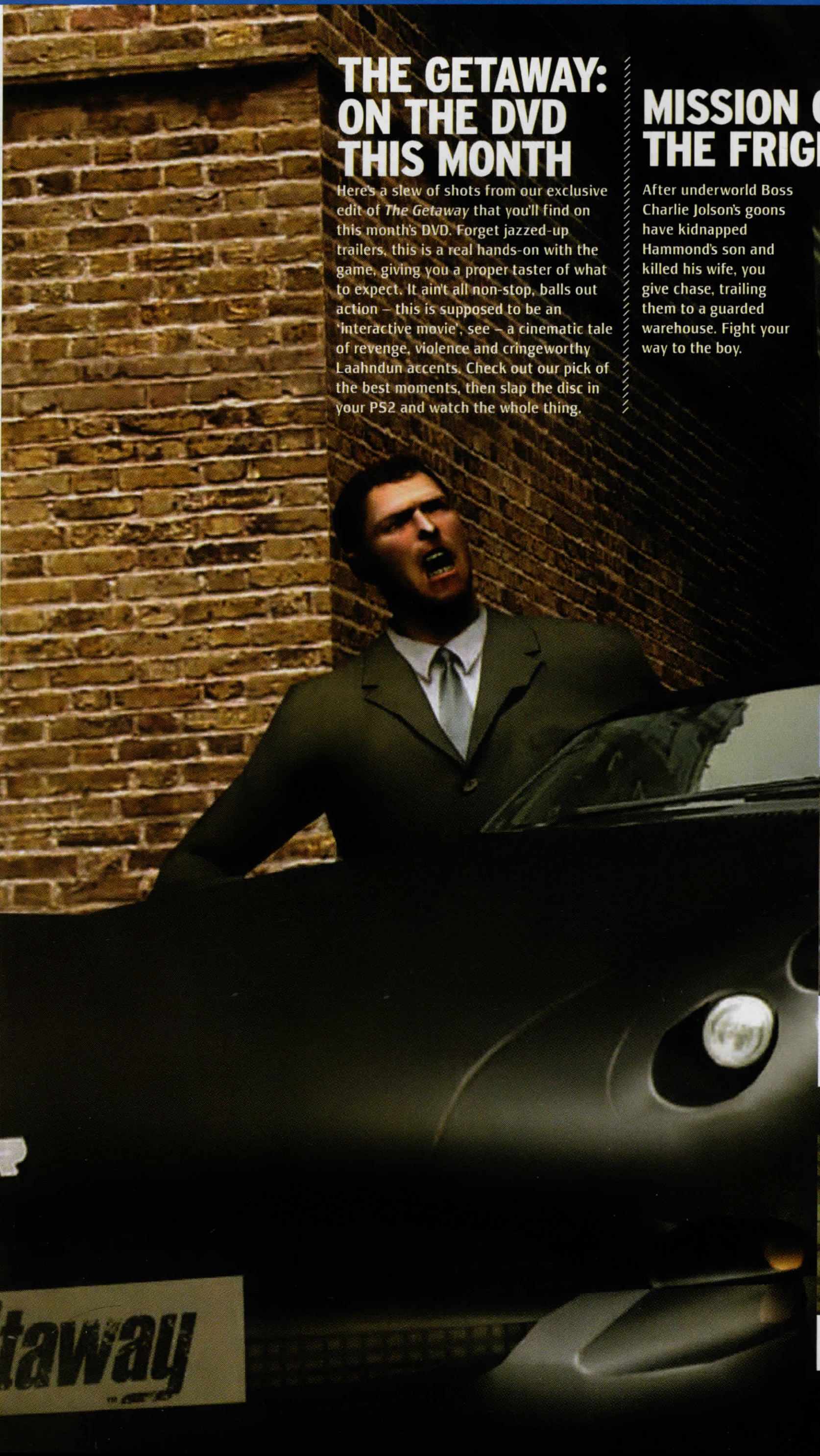
So, previews are clipped, trimmed and, some would say, emaciated. But, thanks to the diabolic influence of both *The Getaway* and *BMX XXX*, we're badder, more foul-mouthed and violent than we've ever been before. Still, we'd love to spice things up here by dishing the dirt on a few choice signings we've already tucked away for the start of next year – things like… Ho-ho no. You're not going to squeeze confessions out of us *that* easily. Let's just say that there's a couple of film licences on the way, with notable developers attached, that'll slap you with the happy stick until you gip. Shhhh. Keep it to yourself, like…

For now, get your Dear Santa letters penned, have a look in the mirror and ask yourself "Have I been a good boy this year?" Yeah, right. **PSM2**

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also bring you our hands-on verdict for every new game – giving you unrivalled insight into how the game's *really* shaping up (there's no press release-style waffle here…).

PSM2's PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.

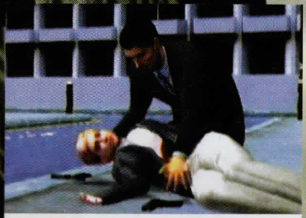


THE GETAWAY: ON THE DVD THIS MONTH

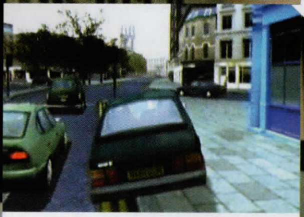
Here's a slew of shots from our exclusive edit of *The Getaway* that you'll find on this month's DVD. Forget jazzed-up trailers, this is a real hands-on with the game, giving you a proper taster of what to expect. It ain't all non-stop, balls out action – this is supposed to be an 'interactive movie', see – a cinematic tale of revenge, violence and cringeworthy Laahndun accents. Check out our pick of the best moments, then slap the disc in your PS2 and watch the whole thing.

MISSION ONE: THE FRIGHTENER

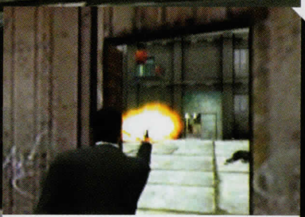
After underworld Boss Charlie Jolson's goons have kidnapped Hammond's son and killed his wife, you give chase, trailing them to a guarded warehouse. Fight your way to the boy.



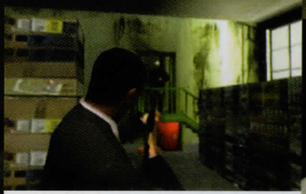
Oi, 'ammond! We've killed yer missus and nicked yer nipper, see. Bet you can't catch us!



Come back, you slags – I'll get you fer doin' 'er in! I'll 'op in this 'ere motor and follow ya to yer hideout.



I've found yer gaff, now I'm going to give you all a good slap. I'll start by blowing up these barrels. That's if I can hit the bleedin' fings.



Right, I've got this tasty shooter now. I'm going to kneecap the bloody lot o' ya.

EXPECTED UK JANUARY 2003

THE GETAWAY

It's SCEE's biggest project to date and already a year late. Will The Getaway finally win us over or is it still a big disappointment?

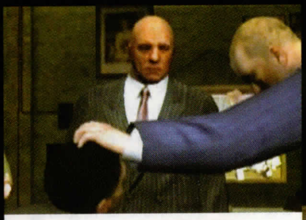
"THE biggest disappointment of E3," was the way we described *The Getaway* back in issue #24. A sentiment we stand by, regardless of negative feedback we've received from folk out to live the Lock Stock dream... But, to be fair to the game at this later, more informed stage, we were only expressing the widely held opinion that SCEE's multi-million pound crime caper wasn't as good as we'd expected it to be. Not that it was a bad game, just one that had fallen way short of the pre-show hype. Now, after several well publicised slips – no doubt instigated by the general lack of enthusiasm that initially surrounded the title – we're looking at a new, altogether more convincing build. Question is, what have the intervening 12 months of added coding actually achieved? And, has enough been done to earn the game a big, fat second chance to smooth over our initial reservations?

Launching into the game from a different perspective now – ie, we're a bit more used to the storyline, car handling and out-of-vehicle shooting sequences – it's easier to take in what Team SoHo have done so brilliantly with *The Getaway*. That is, create a stunning replica of our fair capital city

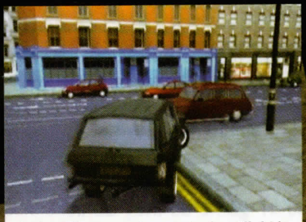
> **"QUESTION IS, WHAT HAVE THE INTERVENING 12 MONTHS OF ADDED CODING ACTUALLY ACHIEVED?"**

MISSION TWO: BURNING BRIDGES

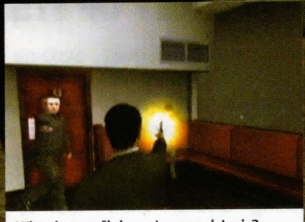
On making it to Jolson's office, you're whacked over the head, given a beating and tied up. Now you're told of Jolsen's plans for you. From now on, you'll be doing all his dirty work...



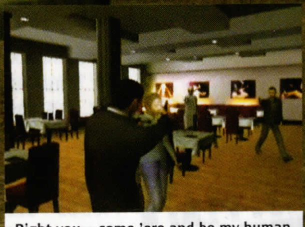
Listen up 'ammond, you bleedin' monkey. Get over to yer old patch and smash up the place. If you don't, the kid dies, geddit?



You're off your rocker, mate, but I'll do it – just don't hurt me boy. I'll just rob another motor and be on me way. Piece 'o cake, ain't it?



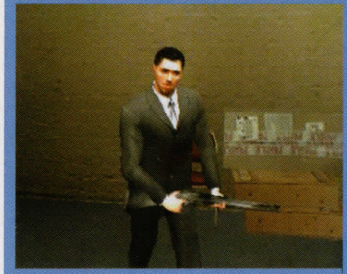
Who do you fink you're messin' wiv? Don'tcha know who I'm workin' for? I'll 'ave the both of ya – if I can just aim this bloody gun right...



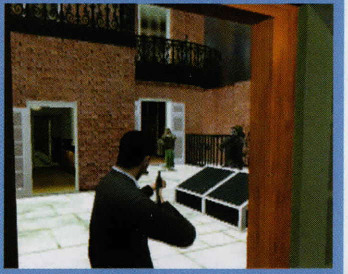
Right you – come 'ere and be my human shield! Ta very much, mate. Oi, slags! Stop filling me full of lead before I get a chance to shoot ya.

GUNS OF BRIXTON

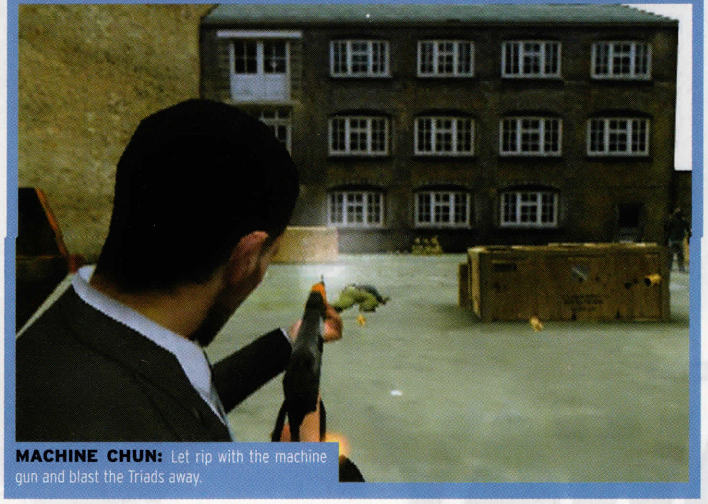
1 Where *GTA: Vice City* has a seemingly endless arsenal of killing paraphernalia, *The Getaway* opts for a more sedate, minimal approach. You start off with a handgun, and then any new weapons are obtained by nicking them off dead enemies. To aim weapons you use R1 to lock on and then □ to fire, while R2 offers a free aim mode.



LOCK STOCK: The shotgun is the gangster's weapon of choice. Use it wisely.



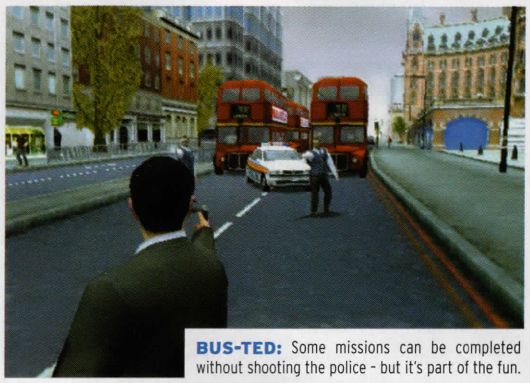
CAT 'N' HOUSE: One of Hammond's last missions is a bloody shootout at Jolson's mansion.



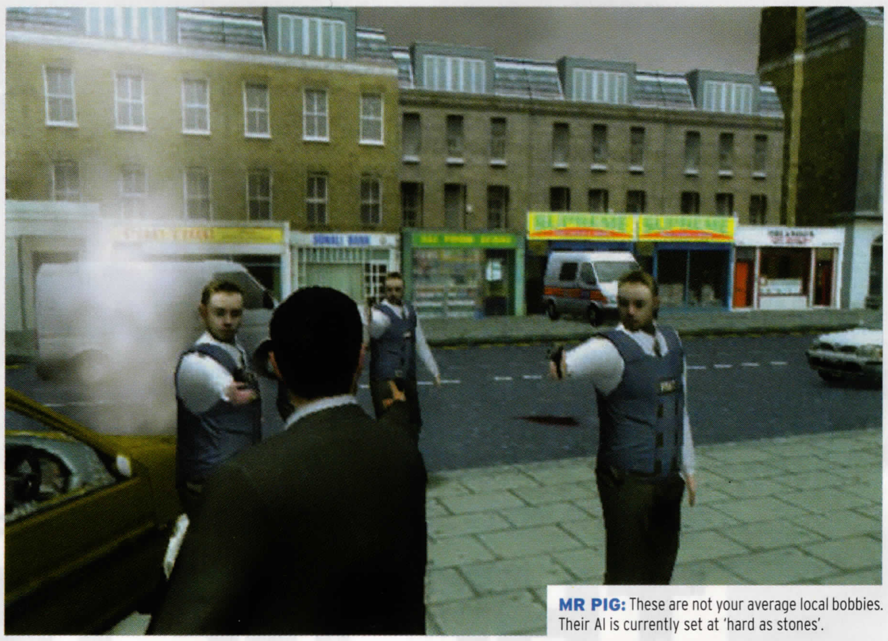
MACHINE CHUN: Let rip with the machine gun and blast the Triads away.

999 IS NO JOKE

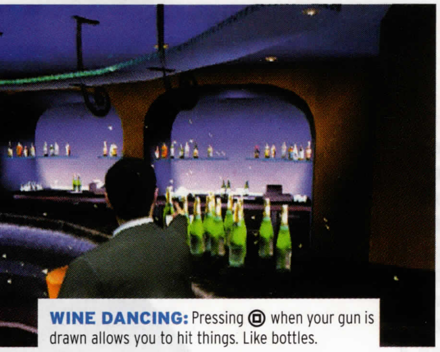
2 The Met provide quite a tough challenge. Perhaps *too* tough at present. Never afraid to barge you off the road at the expense of a few pedestrians' lives, or shooting first and never actually asking the questions later, they can take some outwitting. Of course, they're not always against you – in later episodes playing as DC Frank Carter you'll be glad of their assistance...



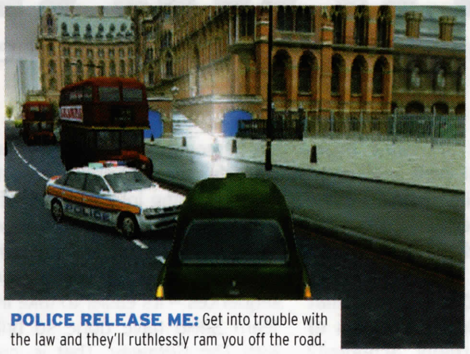
BUS-TED: Some missions can be completed without shooting the police - but it's part of the fun.



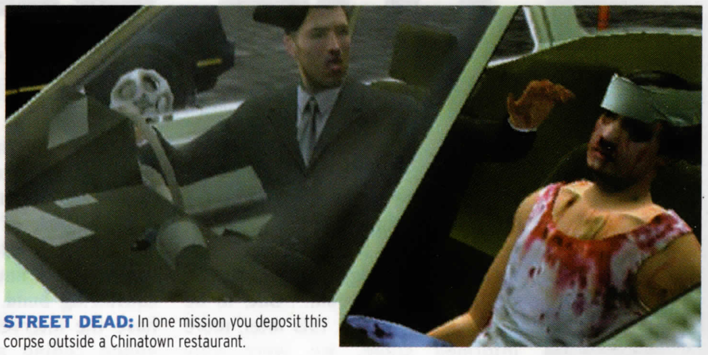
MR PIG: These are not your average local bobbies. Their AI is currently set at 'hard as stones'.



WINE DANCING: Pressing □ when your gun is drawn allows you to hit things. Like bottles.



POLICE RELEASE ME: Get into trouble with the law and they'll ruthlessly ram you off the road.



STREET DEAD: In one mission you deposit this corpse outside a Chinatown restaurant.

and then give the player free reign to abuse it, dirty it and smash it to pieces to the best of their abilities.

You get a genuine thrill driving down Regent St and finding Piccadilly Circus, complete with Dunkin' Donuts, Burger King and Tower Records. The draw-distance is still questionable, but it runs at breakneck speed provided you're in a nippy motor. Qualms might have previously been expressed over the handling of the driving sections, but it's now one of the more commendable aspects of the game.

Each vehicle responds differently, with low power cars like Corsas and Metros accelerating slower than BMWs and Lexus'. Meanwhile, black cabs or vans exhibit weighty steering. You can even drive a double decker, although it's not recommended to make a quick getaway...

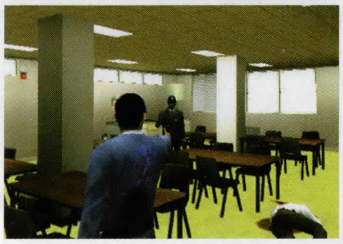
Out on foot it's a different story. It could be that the camera's a little haphazard or maybe that it's still a bit difficult to aim. Whatever, these sections of the game, which make up roughly 40% of the stages, aren't quite responsive enough yet. It's sterling fun pistol-whipping innocent bystanders, scoping out a lock-up or shooting a gangster's face off point blank, but it's not as refined as it could be. However, new building interiors, like the Snow Hill police station, the Art Gallery, the Night Club and Charlie's lock-up, all look as good in- game as they do in the screens.

The missions – 12 each for gangster Mark Hammond and DC Frank Carter – are split up with objectives interspersed with story-telling cutscenes. So far we've had to run a security van off the road, lure Triads into a shootout with the Yardies, infiltrate a police station evidence room, and avoid security devices at gang boss Charlie Jolson's house. As many of these sections are timed and played in a linear sequence, *The Getaway* still lacks that 'do anything, go anywhere' feel that *GTA* captures, but it compensates by having a more engaging storyline. OK, so the script is a bit amateurish and the reliance on f'ing and blinding to remind you this is an 'adult' game becomes tiresome. But we genuinely wanted to know what happened next each time we completed an episode.

So, the killer question. Is it going to be as good as *GTA: Vice City*? To be fair to both parties, it's actually a moot point. They aren't the same game. *GTA: Vice City* is an anarchic slice of cartoon violence, all neon bikinis, and chainsaws. *The Getaway*'s roots lie in cinema, realism and narrative. In that way it's closer to *Metal Gear* than *GTA*. As an interactive crime movie it has the potential to be the first – even best – of its kind. What it really comes down to, then, is what experience you actually want. *The Getaway*? Still a disappointment? "Fack orrf you slaaag!" **PSM2**

"AS AN INTERACTIVE CRIME MOVIE, IT HAS THE POTENTIAL TO BE THE BEST OF ITS KIND"

PSM2 FIRST PLAY



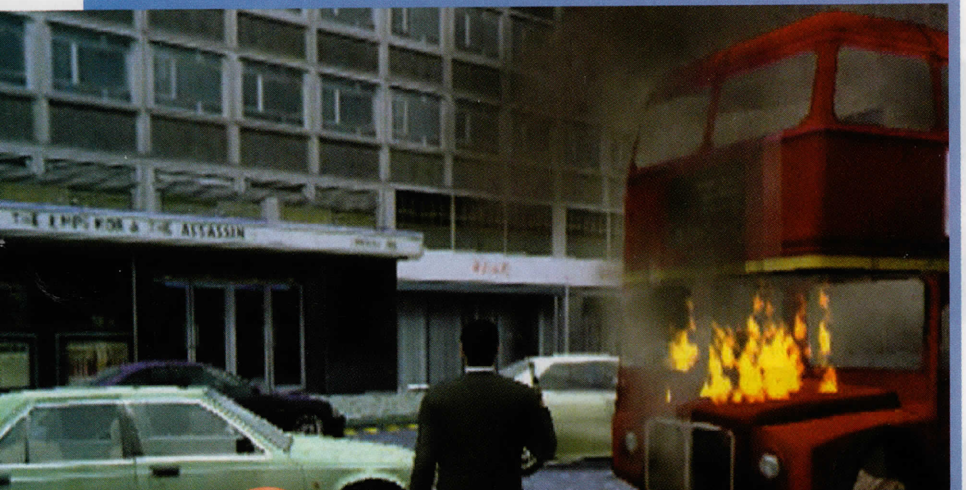
PHONE BILL: One mission has you infiltrating the cop shop by posing as a BT engineer.

BURN 'EM. BURN 'EM ALL.

3 Burning stuff is great. Burning double decker buses, London taxi cabs and police cars in broad daylight, right in the middle of Piccadilly Circus, is bordering on genius. It's not simply a case of get matches/light petrol. To set vehicles on fire you have to pump the engine full of lead till it starts to belch filthy black, acrid smoke. Just make sure you stand well back when you've done this – you burn too, remember.

HAIL MARY! Don't worry about the cabbie, he'll get out eventually.

BURNING DESIRE: When vehicles burn, the tyres pop and their engines explode.



BUS ABBOTT: AI vehicles can crash after a pile-up. This bus has just been shunted.

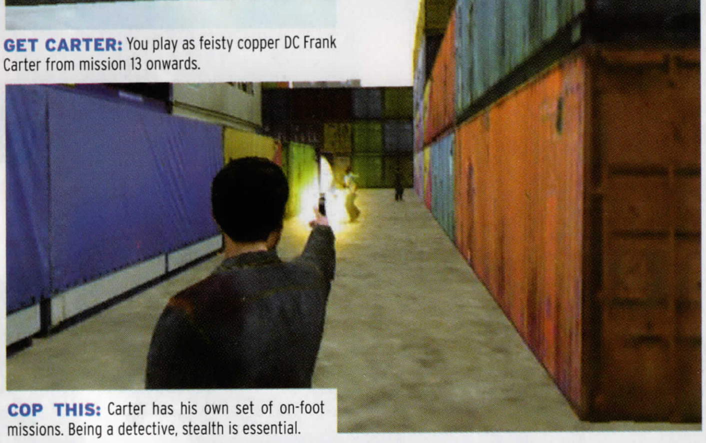
JAY WALKER: As in *GTA* it doesn't pay to be a hapless pedestrian. In the way? Mow 'em down.

THE RIGHT SIDE OF THE LAW

4 Clever types will know that *The Getaway* doesn't just require you to play as gangster Mark Hammond. You also have a chance to uphold the law in the role of DC Frank Carter, whose missions form the second half of the action. Both characters' perspectives intertwine and only when you've played through as both of them do you get the full *Getaway* story.

CONTAINED ANGER: Avoid the container carrier during this shoot-out at the docks.

GET CARTER: You play as feisty copper DC Frank Carter from mission 13 onwards.



COP THIS: Carter has his own set of on-foot missions. Being a detective, stealth is essential.

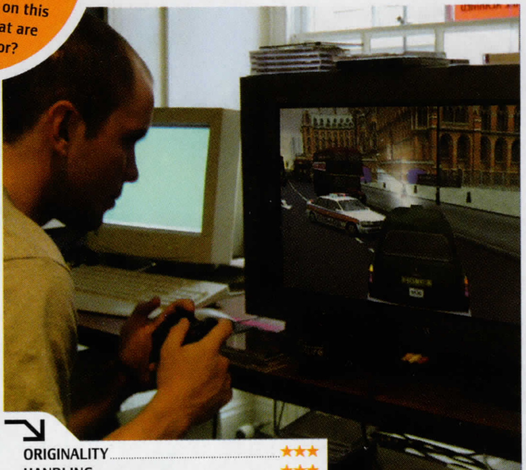
HANDS-ON VERDICT

5 The version we played had all the levels intact in various stages of completion. As a result we've yet to play through *The Getaway* in a linear fashion allowing the story to unfold, so we're probably missing out on some of the atmosphere. What we can tell you is the driving sequences now feel particularly solid, with each vehicle displaying its own handling characteristics. The on-foot sections still suffer from a camera that tends to swing into awkward positions when you don't want it to – like right in the middle of a shoot-out – causing much frustration and exaggerated huffing and puffing.

You'll love it because...
It's like playing your favourite Brit gangster movie.

You'll hate it because...
You want it to be *GTA: Vice City* only set in London.

DVD ACTION
Be the first to see *The Getaway* in action – there's loads of footage on this issue's DVD. What are you waiting for?



ORIGINALITY	★★★
HANDLING	★★★
PRESENTATION	★★

The Getaway

INFO

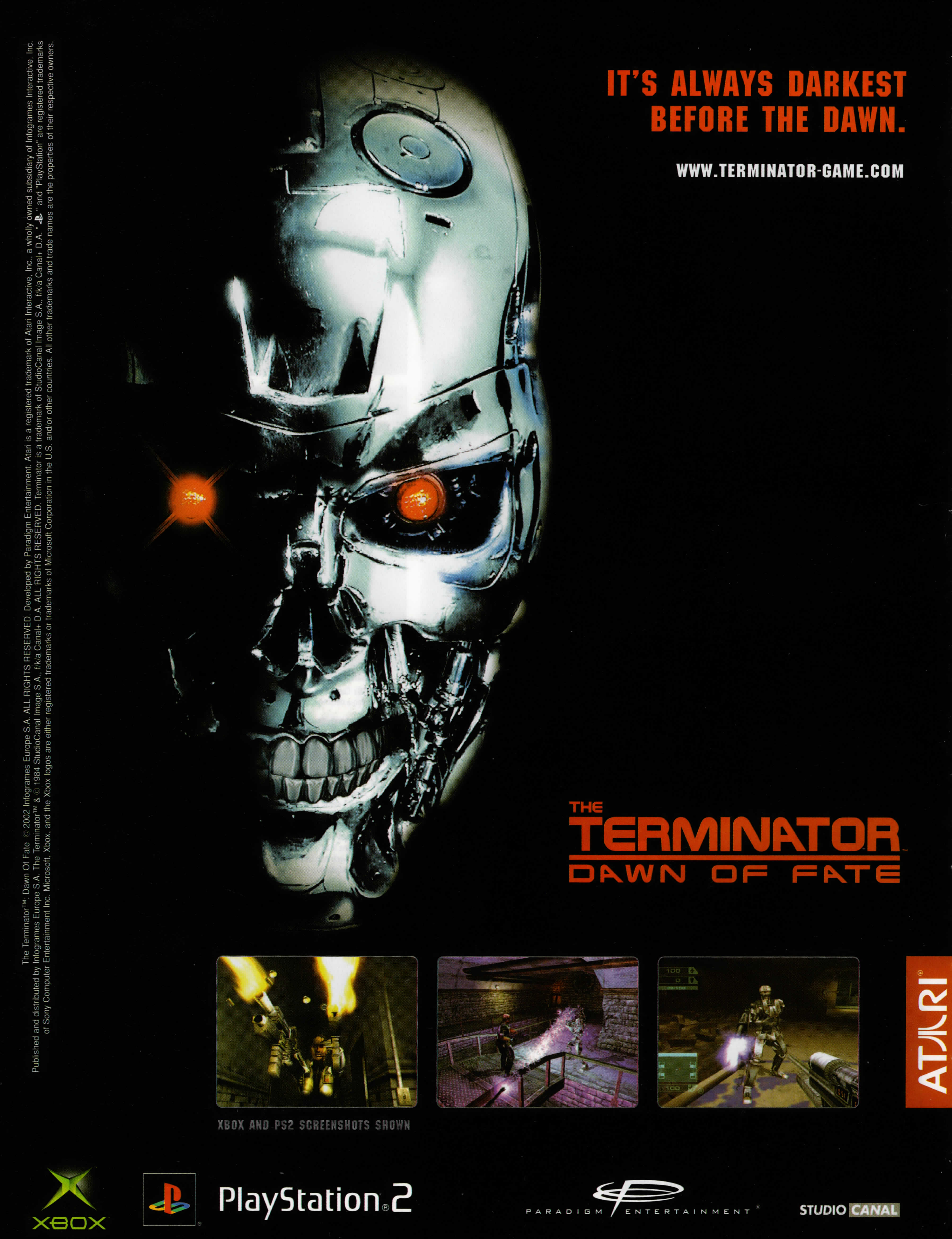
- **DEVELOPER**
  Team SoHo
- **PUBLISHER**
  SCEE
- **GAME TYPE**
  Action/shooter

ANTICIPATED FEATURES

- 24 unique levels, 12 as Mark Hammond and 12 as detective Frank Carter.
- Free roam mode.
- Over an hour's-worth of movie-style cutscenes.
- More than 40 sq km of London to explore.
- 20 interior real-life locations.
- The option to drive any vehicle you can see.
- Bonus games where you can drive in a cab.

WHERE IT'S AT...

There's still plenty of work to be done to make a January release. It could well slip...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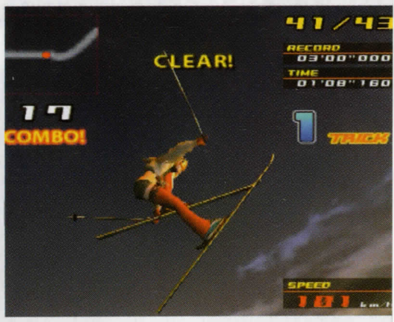
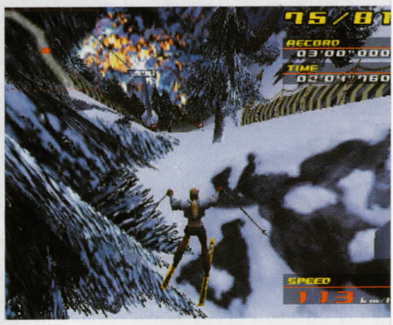


A DAMNED SKI: Tricks look impressive but you have minimal control over them.



BOARD SILLY: The limited number of courses soon become tiresome.

PISTE-TAKE

1 According to an SCEE press release, the *Alpine Racer 3* tracks were assembled using real-life satellite imagery of real-life courses. We're not entirely convinced, however. When was the last time that Ski Sunday featured a race which included a sheer drop into a 50 ft-deep crevasse? Or, come to think of it, a race that passed through an underground rail tunnel? Hmm?

EXPECTED UK / DECEMBER

ALPINE RACER 3

Convincing snowboard fans that Namco's latest is worth the moolah could be an uphill struggle...

PSM2 FIRST PLAY

IMAGINE what would happen if the cast of *Tekken* took a day off from beating each other up and went on a group skiing trip to Switzerland? Actually, you don't need too – *Alpine Racer 3* has done it for you. OK, so they're not actually *Tekken* characters but they might as well be: kooky Ling Yufen is a Ling Xiayou look-a-like inspired by kung-fu, meat-head Brad Baxter could easily hold his own in a brawl with Paul Phoenix and we'd put bets down that Jose Helguera is Eddie Gordo's twin.

"IT'S AN ATTEMPT TO BRING SOME OF THAT SSX SASS TO WHAT IS ESSENTIALLY A FIVE-YEAR-OLD GAME"

So what are they doing in a winter sports sim? Our only guess is that it's an attempt to bring some of that *SSX* sass to what is essentially a five-year-old game. *Alpine Racer 3* is an updated version of Namco's vast arcade cabinet that featured real skis. In the arcades this was a real crowd pleaser, but from our initial play through of the PS2 version, it doesn't translate to the console very well.

The main problem is you don't have skis to stand on. Steering is assigned to the left analogue stick. And that's it. You have no command over speed, and only minimal influence over tricks. We can only imagine this is because the arcade version necessitated such minimal control. On PS2 it makes the experience feel like you're steering a train not a snowboard.

It's difficult to imagine how something that is so fundamental will be altered between now and the release, as technically the game isn't that bad. It's fast, well-presented and steals as much as it can from *SSX Tricky* in terms of shortcuts, trackside fireworks and commentary. However, we're not sure that any amount of EA gloss is going to persuade us that this is anything but a tired arcade conversion. **PSM2**

With a December release on the cards, at least it's seasonally spot-on.

DVD ACTION
Alpine Racer is previewed on this month's disc – go to Hands-on Previews to catch it in action.

HANDS-ON VERDICT

2 Crikey... where do we start with this one? After just 15 minutes we were already cursing the lack of control we had over our character. You just can't slow down unless you crash into something. It's also frustrating when you think you've found a shortcut somewhere – into a railway tunnel or through a gap in the fence, for example – before finding yourself bouncing off an invisible wall. It's simply because they couldn't be arsed to put them in. There's something to be said for the progression system in the Winner's cup mode, though, where you earn cash to buy new boards and the privilege to retry lost races but that's not going to save the game's inherent flaws.

You'll love it because...
You're a sucker for the cheap and easy thrills of Namco's solid arcade offerings.

You'll hate it because...
It's simplistic, nowhere near as good as even the original *SSX* and you're sick to the gills of winter sports games.

CLEAR!
8
COMBO!

ORIGINALITY	★
HANDLING	★★
PRESENTATION	★

ALPINE RACER 3

INFO

- **DEVELOPER**
  Namco
- **PUBLISHER**
  SCEE
- **GAME TYPE**
  Snowboard/skiing sim

ANTICIPATED FEATURES

- Nine courses – apparently based on satellite data from the real Alps.
- 2-player challenge mode.
- Extreme Winner's Cup.
- Eight characters.

WHERE IT'S AT...

- As it stands, it's looking pretty much complete, so the December release date looks attainable. Whether it'll be radically altered between now and then remains to be seen, but we're not holding our breaths.

EXPECTED UK / 22ND NOVEMBER

TIGER WOODS PGA TOUR 2003

Driver 3? Er... no. Woody Woodpecker (tee hee)? No. So, we're stalking big game are we? Yes, yes we are...

GOLF. **It's the new extreme sport. Well, if you're a Berlin skate punk or Mr T Woods it is. He's given the game a shot of kudos, which is why he's got his name emblazoned on this. And the wonderful thing about Tiggers is that you can get away with slapping trash guitars all over them. Load up the game for the first time and it's hard to resist a smirk as Tiger ambles across lawns while a sub-Pantera rips up your speakers. Play the game for an hour, though, and the only smiles cracking your face are ones of unadulterated pleasure.**

There's a hurdle, though, between you and golf Nirvana – it takes time to get used to the pull back/follow through mechanics of play but, once you do, the satisfaction of a well placed shot is punchy. Gratification doesn't end there, though. Throughout the game there are shots that can turn the match. For these the screen switches to letter box, while a pulse surges through the DualShock 2. It's just one of the little arcade tweaks that puts a meaty drive between this and tedious sims. Stereotypical fantasy characters, the inclusion of a driving range with moving targets, a chance to win prizes via online leader boards... All that, and we haven't even mentioned the ability to create your own custom courses.

In fact, we'd go as far to say that this is going to be the best golf game ever created for PS2. No shit. **PSM2**

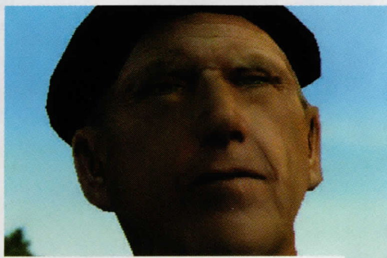
Hear that chink of steel on dimpled urethane? That's us on the driving range limbering up for the review next issue.

> **"WE'D GO AS FAR TO SAY THAT THIS IS GOING TO BE THE BEST GOLF GAME EVER CREATED FOR PS2"**

PSM2 FIRST PLAY

DVD ACTION
No golfing action on this disc, but we've got a full preview on issue 30's DVD. Grrr, you're a tiger.

THE DEEPEST PUTT: Felicia Brown's speciality comes in as soon as she lands one on the green.



OLD HOLE BURN: Edwin 'Pops' Masterson may be ancient, but his accuracy is unsurpassed.

TEE FOR TWO

1 Well, a brew for 26 actually, although we have to admit that we're not big followers of the real PGA crew. So, folk like Colin Montgomerie can go whistle. We wanna be the tattooed Maori or the Don with the soft shoe shuffle mid-strike. It's their victory celebrations that adds the icing, though. If you want to grind your mates' raspberries in the two-player mode, opt for one of these beauties.

HANDS-ON VERDICT

2 Love it like we've never loved no other, or sentiments to that effect. Character animations are paper sharp, with Tiger looking almost like he does on TV, while our main criticism of the lack of courses in the original gets hooked into the nearest bunker with the inclusion of 14 unlockable courses. Have that.

The creative team have also ripped a page out of EA Big's Book of Extended Gameplay by attaching cash to absolutely everything. Win a match, snaffle the readies and you can spend out on improved skills or better clubs. All of which guarantee you longer and more accurate strikes. Cash equals boost, do you see? Then there's the tortuous route of slowly unlocking everything the game has to offer. Suffice to say, by the time you get out on the game's toughest course, The Predator, you'll be curling and spinning the ball like a pro.

You'll love it because...
The original opened your eyes to the ways of realtime control.

You'll hate it because...
For you, Golf's about nylon trousers and Pringle tank tops.

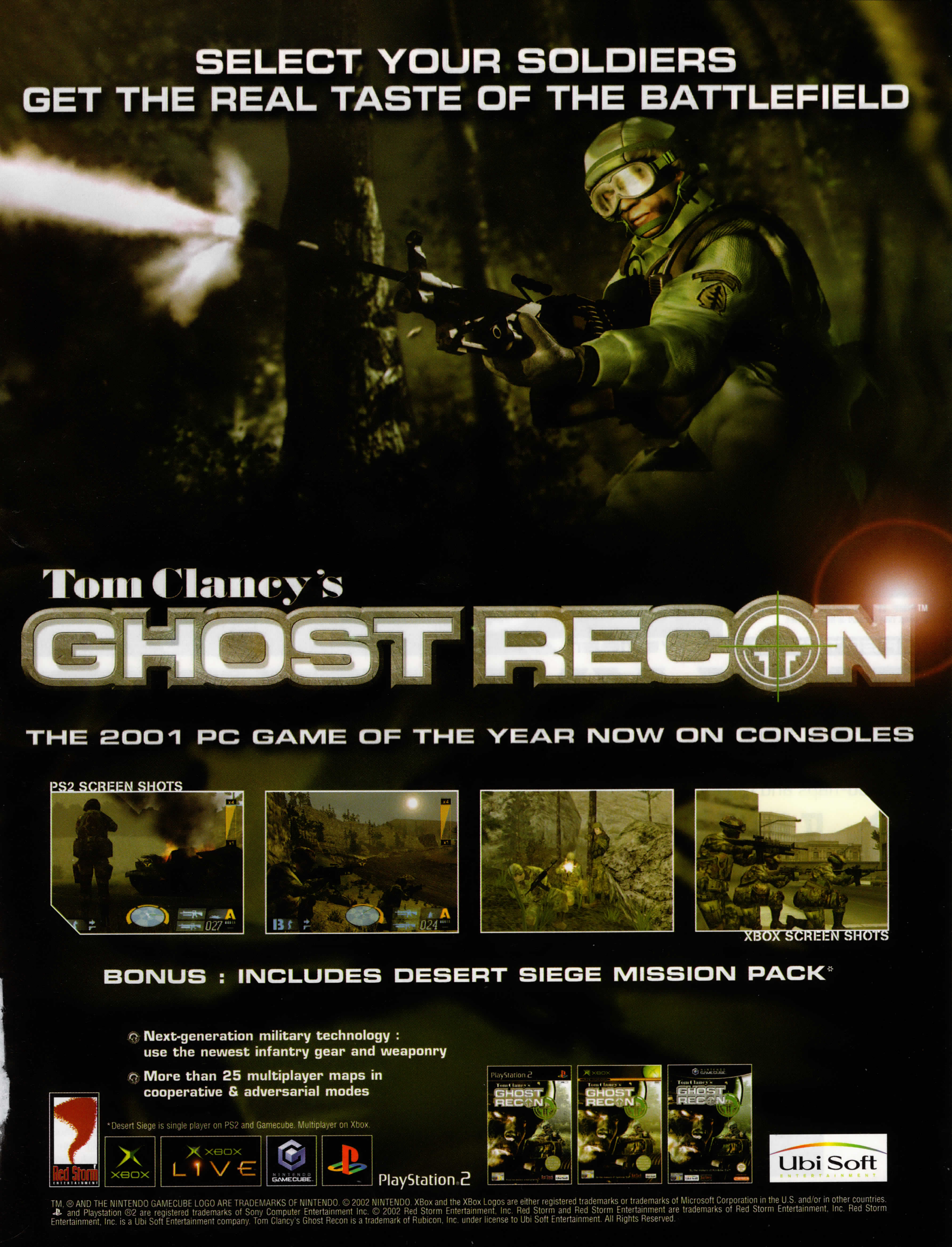
ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★★★

EA SPORTS TIGER WOODS PGA TOUR 2003

INFO
- **DEVELOPER**
  EA
- **PUBLISHER**
  EA
- **GAME TYPE**
  Sport Sim

ANTICIPATED FEATURES
- 14 courses with both real-world and imaginary environments.
- 17 recognisable characters, as well as nine fictional ones.
- No swingometer, just analogue control.
- Online support – get a place on the leader-board and you could win star prizes.

WHERE IT'S AT...
- Pretty much done and dusted. Just waiting for the review code to make it back to the club house.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*Desert Siege is single player on PS2 and Gamecube. Multiplayer on Xbox.

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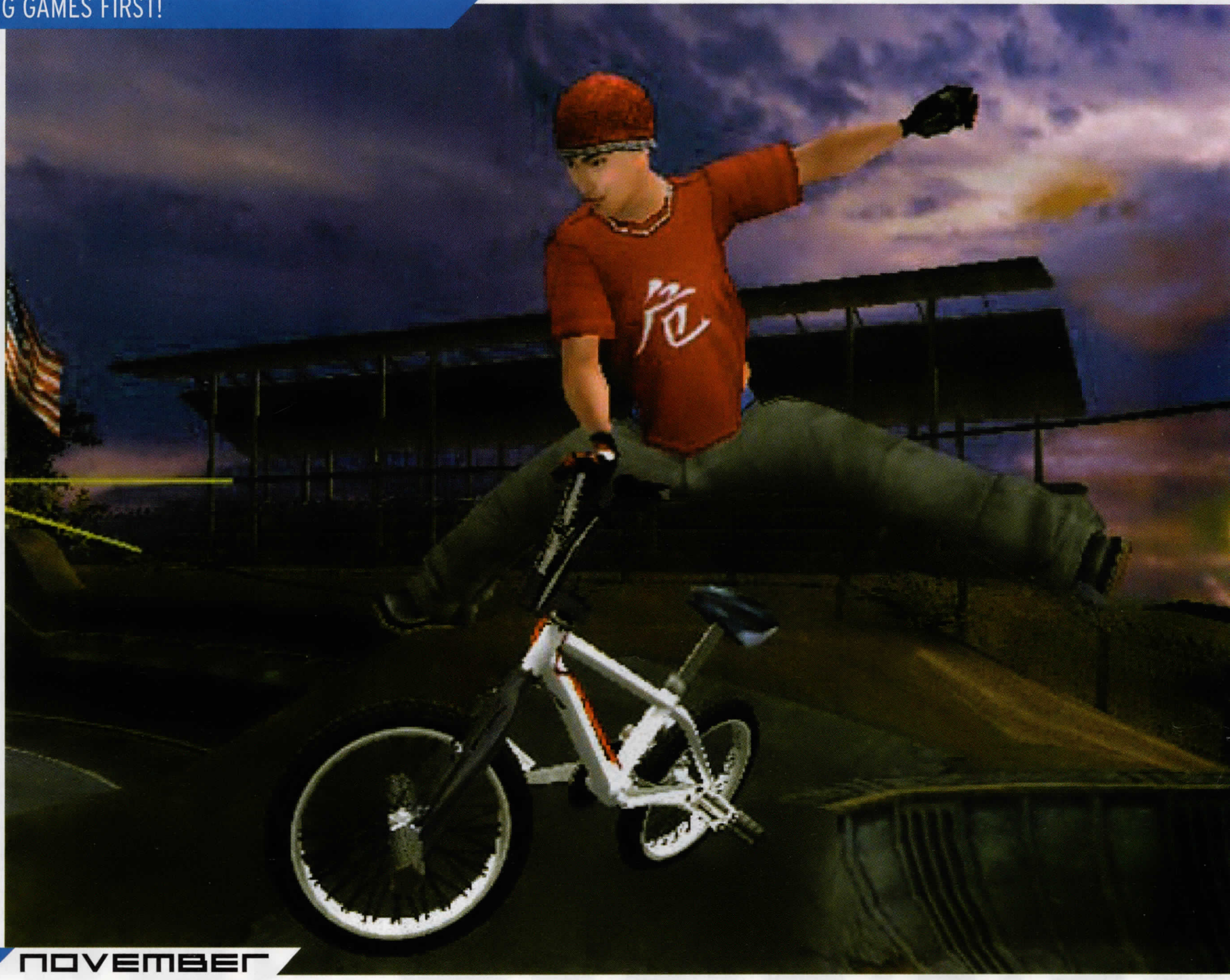


LIKE A TROOPER!

1 Each of the nine levels you can race about in is populated with fellow riders to challenge your prowess, and several seedy characters who present you with various challenges. To maintain the, um, 'adult' tone of the production, they call you "dickface" or sometimes say something along the lines of "blow me!" Priceless.

HOBOSEXUAL: Collect ten aluminium cans for this poor fella so he can afford some more booze.

PIMP IT UP: Hey look, another stereotypical pimp. Time to round up his employees.

EXPECTED UK NOVEMBER

BMX XXX

Pimps, hos and dog turds! It's the only bike game with real mud-flaps and fun for all the family.

PSM2 FIRST PLAY

IT SEEMS as though the extreme sports genre has skated/surfed/boarded itself into a corner. In the last three years, just about every extreme sport that could be turned into a game has-been. We've had skateboarding, inline skating, wake boarding, surfing, snowboarding, and even a fold-up scooter game. It's started to look more saturated than gnarly, so much so that developers are looking beyond the world of baggy shorts and high socks to inject some life into big air games. *Tony Hawk's* has gone Sports Billy with a tennis minigame, *Mat Hoffman's* last effort used a Summer Holiday-style bus tour and now Dave Mirra is doing a blue set.

Actually, we shouldn't mention Dave, as he's no longer associated with this particular BMX game. His own franchise will be receiving a smut-free instalment in the future, but to all intents and purposes this is the *Dave Mirra 2* engine, stripped of the licensed riders and replaced by a healthy helping of attitude.

The set-up will be initially very familiar to any seasoned gamer. Razz round an urban setting, fulfil certain tasks and unlock other levels. But it's the presentation that's unique to this version. It's obvious that Acclaim are attempting to create some of the atmosphere and mood that has proved so popular in *GTA3* – the Eminem approach that sticks a middle finger up at *Spyro,* and kicks sand in the face of *Jak & Daxter*. This is mean and rude, and it never asked to be a videogame anyway.

THE LOCAL BIKE: Just to prove it's not sexist in any way, you can select female riders as well.

SPOKE TO THE HAND: There's no licensed riders but it does have the Scores lap dancing licence.

"IN XXX YOU HELP A PIMP ROUND UP HIS 'BITCHES'. YO! WORD TO YOUR MOTHER!"

So while in *Tony Hawk's 3* you're a good citizen helping the police to capture bank robbers, in *XXX* you act as a heavy for a psychotic street vendor, or perhaps help a pimp round up his 'bitches'. Yo! Word to your mother! And then there's the strippers. Collect enough coins and you'll get a short soft-porn sex show. Not animated girls, but real video clips. This game just oozes class.

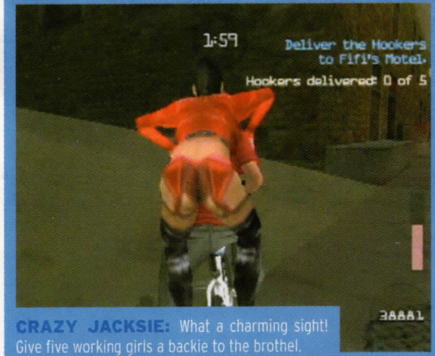
It describes itself as having 'adult humour', but there's very little that's mature about it. It's not simply a bit of blue for the dads, but real schoolboy stuff that makes Roy Chubby Brown look like Noel Coward. There's no doubt that dog crap and street vendors selling hot salty nut sacks is funny in a "you just said nut sack" way, but whether it's something that will sell a game will have to be seen.

If *XXX* proves a success though, perhaps more games will have lap dancing sections. Just think, *Age of Empires 2* would have been much better with a bit of tit and arse. **PSM2**

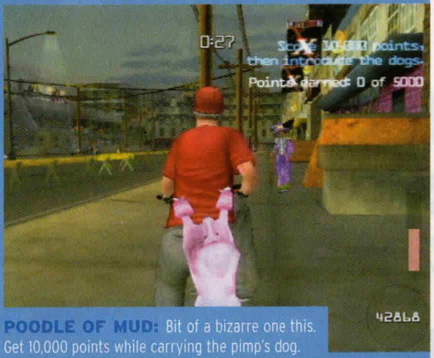
BMX XXX *is out next month.*

THE ABOMINABLE HO-MAN

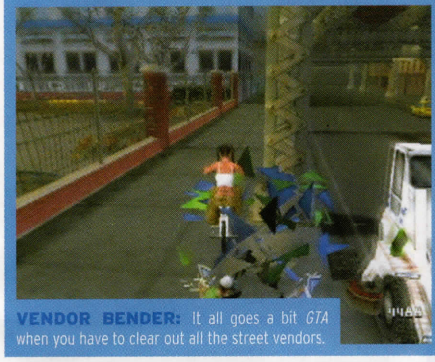
2 The type of missions you have to attempt in *BMX XXX* reflect the somewhat saucy attitude of the game. There's the standard icon collection and trick challenges, as per usual, but then there's also trying to solve the city's dog crap problem by squishing canines, and picking up the odd lady of the night in a *Crazy Taxi* style. But if you want touchy-feely with less smut and more conscience, you can also help the homeless.


1:59
Deliver the Hookers to Fifi's Motel.
Hookers delivered: 0 of 5
38881

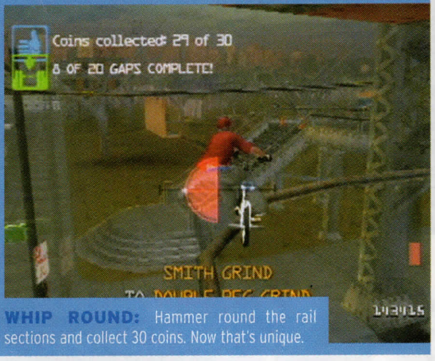
CRAZY JACKSIE: What a charming sight! Give five working girls a backie to the brothel.



POODLE OF MUD: Bit of a bizarre one this. Get 10,000 points while carrying the pimp's dog.



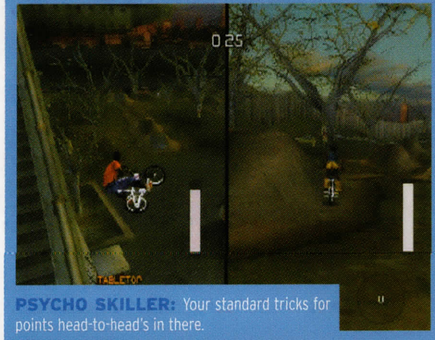
VENDOR BENDER: It all goes a bit *GTA* when you have to clear out all the street vendors.



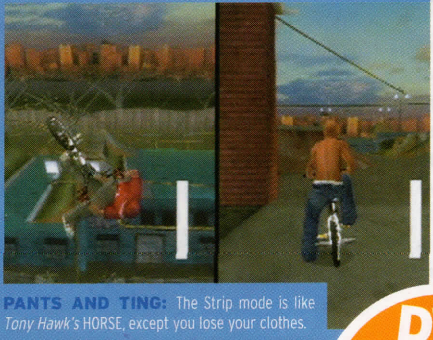
WHIP ROUND: Hammer round the rail sections and collect 30 coins. Now that's unique.

PIMP ACTION SHOTGUN

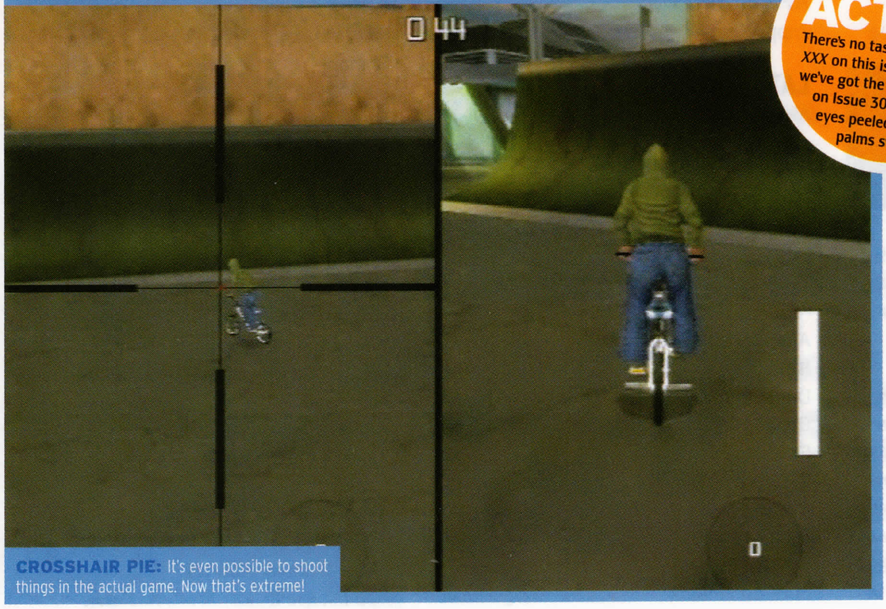
4 There's a total of ten multiplayer games and, among the usual trick face-offs, there are some truly unique set-ups. There's a Sniper Mode which sees one player attempt to rack up a respectable score while the other tries to fix them in his cross hairs and blast him out the sky. And, as this game's a bit on the naughty side, there's Strip Riding, but that just leaves you with a naked rider. And that *can't* be comfortable.



PSYCHO SKILLER: Your standard tricks for points head-to-head's in there.



PANTS AND TING: The Strip mode is like *Tony Hawk's* HORSE, except you lose your clothes.

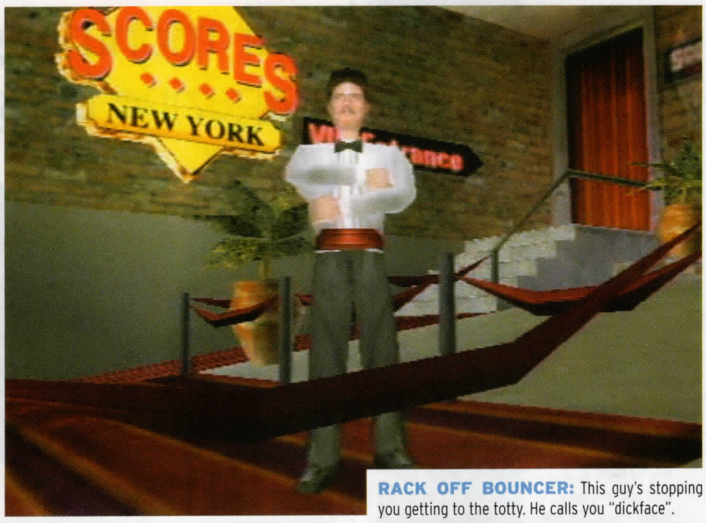


CROSSHAIR PIE: It's even possible to shoot things in the actual game. Now that's extreme!

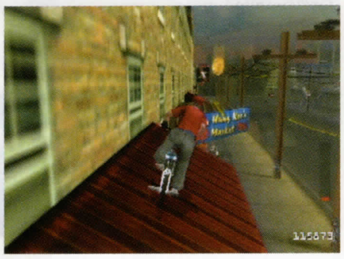
CRACKERJACK: You get to see plenty of the top section, but none of the unmentionables.

OGLE ON AND OFF

3 Here are the money shots! This is the type of red hot action that's your reward for impressing on the pedals. But to access it in the game you have to get past the bouncer on the door of the officially licensed Scores lap dancing clubs that can be found in the Las Vegas and Bronx levels. To do this you have to meet his demands and, as usual, it's money that talks. But it's worth every penny, wouldn't you say? Hmm?



RACK OFF BOUNCER: This guy's stopping you getting to the totty. He calls you "dickface".



MORALLY LOOSE CHANGE: To enter Scores club you need to get five coins in 30 seconds.

MELONCHOLY: All the girls are very clean, and have obviously done this type of thing before.

HANDS-ON VERDICT

5 Let's try and concentrate for a bit as there's some gameplay that can be found under the filth. Compared to *Mat Hoffman*, this is a far more fluid and slick-moving game. In *Hoffman*, momentum was always hard to maintain when you landed fakie, but here you can zip around linking tricks quite easily. The flip-side to this is that it's often tricky to make precise movements. And then there are the girls. It's good that publishers are trying to offer more mature material, but do we really need games to give us soft porn? Surely that's what the Internet and Channel 5 are for...

You'll love this because...
The lingerie section of the Kay's catalogue is missing.

You'll hate this because...
You prefer your porn harder and without a BMX game attached.

DVD ACTION
There's no tasteless shots of *XXX* on this issue's disc, but we've got the all-new trailer on Issue 30. Keep your eyes peeled and your palms sweaty.

ORIGINALITY	★★★★
HANDLING	★★★
PRESENTATION	★★

BMX XXX

INFO

- **DEVELOPER**
  Z-Axis
- **PUBLISHER**
  Acclaim
- **GAME TYPE**
  Extreme sports

ANTICIPATED FEATURES

- Nine Levels.
- Over 160 different missions.
- Create A Park Mode.
- Ten two-player challenges.
- 50 non-playable characters.
- "Adult humour and risqué content."
- Official Scores (US lap dancing chain) licence.

WHERE IT'S AT...

- ...Well, it's mind's in the gutter, clearly. It's been chalked up for a November release, however the code we played was very rough around the edges.

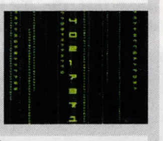
COMING SOON

ONLY IN **PSM2** - TOMORROW'S BIG GAMES FIRST!

PSM2 MOST WANTED

THE TEN GAMES PSM2'S DESPERATE TO SEE RELEASED...

1 ENTER THE MATRIX



Are you the one? Nope, sorry, our own Agent Smith beat you to it. Don't worry, we reveal all next issue...

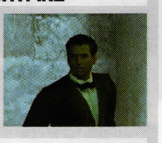
2 MORTAL KOMBAT

Fatalities that'll leave you unsure whether to laugh or cry, and more crimson slops than an industrial abattoir. Juicy.

3 MGS2 SUBSTANCE

Let Kojima out to play and this is what you get. A bolder, better, more *gamey* game than *MGS2* ever was.

4 JAMES BOND NIGHTFIRE



So much more to discover this time as the multiple routes and sub-missions break the gameplay wide open.

5 INDIANA JONES

Egypt, Ceylon, Istanbul, Hong Kong... It really is a world of difference for Lucasarts' globe trotting tomb raider.

6 DEVIL MAY CRY 2

Taking SWAT to another dimension, Dante slaps demons anew just for us. Swoop over to pg22 right now.

7 SHINOBI

Old four-eyes is back, red ribbon and all, and we're eager to see how Sega's backflips shape up to Capcom's.

8 SOUL CALIBUR 2

Back again as news of its three button Soul Charge gets us excited with the promise of unblockable attacks.

9 MIDNIGHT CLUB 2

Motorbikes, five new cities and more secret jumps than John Major. Wanna know more? You'll have to catch us.

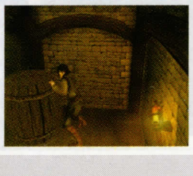
10 SILENT HILL 3

The unease has already started. Next comes the fear, then the running to the toilet, then the night sweats. Help...

OUR LEAST WANTED

You can take your title and...

INQUISITION



A stealth-em-up in ye olde plague ridden city... Hands up who thinks this sounds like a winning combo?

EVERY KNOWN GAME ETA

INCOMING

Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY

Action Adventure	AA	Platformer	P
Action Strategy	AS	Puzzle	Pz
Arcade	Ar	Racing	R
Beat-em-up	Bt	RPG	RPG
Bemani	B	Shoot-em-up	S
First-Person Shooter	FPS	Sim	Sm
Flight Sim	FS	Sport	Sp
Mech	M	Strategy	Str

DECEMBER

Alpine Racer 3	Sony	R
ATV Quad Power Racing	Acclaim	R
Ben Hur	Vivendi	R

BROKEN SWORD: THE HIDDEN DRAGON

Can a 3D Renderware engine and a credible gaming legacy really stand up to the Indys and Crofts of this world?

Castleween	Wanadoo	AA
Curse: The Eye of Isis	Wanadoo	AA
Dark Angel	Vivendi	AA
Defender	Midway	S
Getaway, The	Sony	R
Harry Potter: CoS	EA	AA
Hot Wheels	THQ	R
Inquisition	Wanadoo	AA
Jo Jo's Bizarre Adventure	Capcom	AA
Mortal Kombat: Deadly Alliance	Midway	Bt
Pro Beach Soccer	Wanadoo	S
Rocket Power: Beach Bandits	THQ	R
Simpsons Skateboarding	EA	Sp

TIGER WOODS PGA TOUR 2003

Lost that old skool love for an 18-holed stroll? Win it back instantly with our clubbed out preview on pg36.

Tiger Woods PGA Tour 2003	EA	Sp
Tomb Raider: AoD	Eidos	AA
Vexx	Acclaim	P

JANUARY 2003

Animaniacs	Swing	P
Battle Bots	THQ	M
Battle Engine Aquila	Infogrames	AS
Contra: Shattered Soldiers	Konami	FPS
Ecks Vs Sever	Bam!	AA
Enclave	Swing	AA
Falcone: Into the Maelstrom	Virgin Int.	AA
Indiana Jones: Emperor's Tomb	Activision	AA

MARK OF KRI

Kid Kri-o's may look decidedly Disney but his gruesome kill animations are more manga than anything the house of mouse could supply.

Ironstorm	Wanadoo	FPS
Metal Gear Solid: Substance	Konami	AA
Monopoly Party	Infogrames	Pz
Sly Cooper	Sony	P
Starsky and Hutch	Empire	AA
Star Wars: Clone Wars	Activision	AS
Tiny Toon Adventures	Swing	P

TREASURE PLANET

An early review on pg104 shows that this is one movie tie-in that can hold its own regardless of how well the film does at the box office.

FEBRUARY 2003

13	Ubi Soft	FPS
Primal	Sony	AA
Splinter Cell	Ubi Soft	AA
World Championship Snooker	Codem'ters	Sp

MARCH 2003

Club Football	Codem'ters	Sp
Dragon's Lair 3D	THQ	AA
Evil Dead: Fistfull of Boomstick	THQ	AA
Lost, The	Ubi Soft	AA
Rayman 3: Hoodlum Havoc	Ubi Soft	P
WWE Crush Hour	THQ	R

APRIL 2003

Zapper	Infogrames	P

LATE 2003

Akira Psycho Ball	Infogrames	Ar

BLACK AND WHITE

Lionhead tell us it's coming, they tell us the avatar control will be just like the PC version, they tell us it'll look just as good and we still don't give a shit.

Alter Echo	THQ	AA
Bruce Lee	Vivendi	Bt
Dark Chronicle	Sony	RPG
Dead to Rights	Sony	AA
Devil May Cry 2	Capcom	AA
Die Hard	Vivendi	FPS
Doctor Muto	Midway	P
Dredd Vs Death	Vivendi	AA
Driver 3	Infogrames	R
Enter the Matrix	Infogrames	AA
Finding Nemo	THQ	AA
Four Horsemen of the Apocalypse	3DO	AA
Freaky Flyers	Midway	FS
Freedom: Battle For Liberty Island	EA	FPS
Futurama	SCi	AA
Ghostmaster	Empire	AA
Gladius	Activision	RPG
Gran Turismo 4: Online	Sony	R

THE HULK

Make Hulk wanna smASH! Only if this is as bad as *The Scorpion King*. A game based on the new movie – let's hope Vivendi do it justice.

Grappler	Midas	Bt
Indy Racing League	Codem'ters	R
Jurassic Park: Project Genesis	Vivendi	AS
Lamborghini	Rage	R
Macken Shao	Midas	AA
Mercedes-Benz World Racing	TDK	R
Midnight Club 2	Take 2	R
Mission Impossible 2	Infogrames	AA
Moji Ribbon	Sony	B

PAC MAN WORLD 2

This one vanished after an early, disappointing preview to make way for the likes of *R&C*. Shrewd scheduling or a case of cynical concealment?

Nightmare Creatures 3	tbc	AA
Red Dead Revolver	Capcom	AA
Return to Castle Wolfenstein	Activision	FPS
Robotech: Battlecry	TDK	S
Rolling	Rage	S
RTX Red Rock	Activision	AA
Shinobi	Sony	AA
Silent Hill 3	Konami	AA
Sims, The	EA	Str
SOCOM: US Navy Seals	Sony	AA
Soul Calibur 2	Sony	Bt
Suikoden 3	Konami	RPG
Tak: The Power of Juju	THQ	AA
Tenchu 3	Activision	AA
Tom Clancy's Raven Shield	Ubi Soft	AS
Virtua Cop: Rebirth	Sony	S
War of the Monsters	Sony	Bt
Warhammer 40,000	THQ	Str
Xenosaga	Sony	RPG
X-Men: Wolverine's Revenge	Activision	AA
Zone of the Enders 2	Konami	P

TO BE CONFIRMED...

A10 Warthog	tbc	P
Aliens Colonial Marines	EA	FPS
Ape Escape 2	Sony	P

BLOODRAYNE

A vampire babe with a blade, able to suck a man dry in seconds. The kind of girl you wouldn't take home to mum, eh? See what we're saying? Eh?

Armored Core 3	tbc	M
Blood: The Last Vampire	Sony	AA
Bomberman Kart	tbc	R
Breath of Fire 5	tbc	RPG
Butterfly Table Tennis	tbc	Sp
Capcom Fighting All-Stars	Capcom	Bt
Catan	Capcom	AA
Cauldron	TDK	AA
Celebrity Deathmatch	Take 2	Bt
Charlie's Angels	Ubi Soft	AA
Coaster Works 2	Xicat	Str

CRANK THE WEASEL

Borrowing heavily from the Ren and Stimpy school of animation, Midway's grotesque hero's out to thieve his way to an island paradise.

THE GETAWAY

SONY

If you can't do the time… Never a truer word was said about this tardy crim sim that's taken another trip down the release schedule. If only we hadn't had so much fun with the preview code on pg30…

Crouching Tiger, Hidden Dragon	Ubi Soft	AA
CSI: Crime Scene Investigation	Ubi Soft	AA
Cubix Showdown	3DO	AA
Cy Girls	Konami	AA
Dance Dance Revolution	tbc	B

DAREDEVIL

Game info is still thin on the ground, but the early artwork from Electra is only serving to get us even more excited about howlin' mad Murdok.

Delta Force	Nova Logic	FPS
Dinotopia	TDK	AA
Dinoz	Vivendi	Sp
Disney All Stars	Konami	Sp
Dual Hearts	Konami	Sp
Duke Nukem Forever	Take 2	FPS
Dungeons and Dragons	Infogrames	AA
Engalus	tbc	AA

EVERQUEST

British Telecom, Telewest and Sony. One great big online party. We all get to be dwarves and batter each other with sticks. Just imagine it…

F1 Racing Championship	Ubi Soft	R
Face Off	Cryo	AA
Final Fantasy 11	Sony	RPG
Final Fantasy 12	Sony	RPG
Forever Kingdom: Evergrace 2	tbc	RPG
Fugitive Hunter	Infogrames	AA

FULL THROTTLE 2

As with *Broken Sword*, this is another 2D PC classic about to neck the Weightgain 2000 and roll into Sony's 3D gymnasium for a workout.

Galidor	tbc	AA
Gremlins	LSP	P
GT Racing	Midas	R
H_2Overdrive	Ubi Soft	R
Harvest Moon: Save the Homeland	tbc	RPG
Heaven and Hell	tbc	Sm
Inspector Gadget	LSP	P
Isle of Man TT	tbc	R
Jacked	3DO	AA
Jet X20	Sony	R
K-Project	Sony	AA

KENGO 2: BUSHIDO MASTER

More external environments this time, but in the aftermath of two *Onimushas* it's doubtful this'll even make a mark.

Kengo 2: Bushido Master	Ubi Soft	AA
Malice	Vivendi	P
MLB Slugfest	Midway	Bt
Monster Jam	Ubi Soft	R
Monster Rancher 3	tbs	AS
Moto GP3	Sony	R
Moto XXX	tbc	R
Myst 3	Ubi Soft	Pz
NASCAR Thunder	EA	R
New World Order Project	tbc	AA
Nickelodeon Party Blast	Infogrames	Pz
Okage: Shadow King	Sony	RPG
One Must Fall: Battlegrounds	tbc	Bt
Outcast 2: The Lost Paradise	tbc	AA

PILLAGE

Smart-looking, inventive and well executed. What'll it take for a publisher to pick up this little squad-based battle against alien invasion?

Paris Dakar Rally 2	Acclaim	R
Parappa the Rapper 3	Sony	B
Risk	Infogrames	Pz
Robin Hood: Defender of the Crown	tbc	AA
Rubu Tribe	Interplay	AA

RYGAR

Clash of the Titans? Well, when Harmonia, your bride to be, gets abducted by monsters you're not exactly going to take a Mediterranean holiday…

Samurai Jack	Bam!	P
Shining Lore	tbc	RPG
Shoot to Kill	Codem'ters	FPS

SIM CITY 4

Looks like the arrival of *The Sims* has stirred the old PC houses into action as another of their prodigal offspring heads on to a PS2 near you.

Smash Cars Racing	tbc	R
Smuggler's Run 3	Take 2	R
Snowboard Heaven	Capcom	Sp
Sound of Thunder	Bam!	AA
Star Ocean 3: Till the End of Time	tbc	RPG

STARCRAFT GHOST

Head over to pg143 for our first impressions of this space-bound FPS from the folk who created seminal PC titles like *Warcraft* and *Diablo*.

Stung	tbc	AA
Street Lethal	Activision	AA
Street Racing Syndicate	3DO	R
Super Bust-a-Move 2	tbc	Pz
SWAT: Urban Justice	Vivendi	AS
Syberia	Vivendi	AA
Tales of Destiny 2	tbc	RPG
Team SAS	Rage	AS
Templar	TDK	AA
Tennis Master Series	Vivendi	S
Thunderbirds	SCi	AA
Titanium Angel	SCi	AA
Tribes 2: Aerial Assault	Vivendi	AA
Unlimited Sa.Ga	tbc	RPG
Unreal Tournament 2	tbc	FPS
Venus and Braves	Capcom	RPG
Virtual-on Marz	Sony	M
Voodoo Islands	Koch	AA
Wheel of Fortune	Infogrames	Pz
Whirl Tour	Vivendi	P
White Fear	Vivendi	AA
Wild Arms 3	tbc	RPG
Wizardry	Ubi Soft	RPG
World Sports Car	Empire	R
Worms 3	Ubi Soft	Pz
Wrath	Activision	AA

Incoming is your complete guide to the future for your PS2. The release dates are correct as we went to press. This listing is updated every issue – please don't give us a hard time about slippage, canning and alterations.

KONAMI.COM
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USA
EUROPE

DEVELOPER CONTACTS

Think their game's great? Or just a bit cack? Tell these people as soon as you can…

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020 7490 1323
www.3doeurope.com

ACCLAIM ENTERTAINMENT
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www.activision.com

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www.thq.com

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www.havengame.com
Traveller's Tales

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PLAYSTATION® 2 MAGAZINE PSM2

REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE レビュー

レビュー

LOTS OF EXCITING 'PRODUCTS' ARRIVING THIS 'QUARTER'. NO, HANG ON A MINUTE...

JOEL

"We want to... make sure we get the right messages across, and leave no stone unturned when it comes to ensure all our reviews are correctly seeded."

That's from a recent press release – one that also makes liberal use of the term 'products' to describe, y'know, 'games', and asks us to visit a 'presentation' – presumably in case we have any 'issues' with their 'products' being 'shit'. Ahem.

There are two assumptions here:

1. We exist to promote games.
2. We're so stupid – or dizzyingly unprofessional – that we can't even review games without their executive producers holding our hands.

Sigh. Let's get things straight.

1. We exist (in the non-cosmic sense) to tell you which games are good, and which are rubbish.
2. We love games. That's why we exist in the first place. And anyone who'd suggest otherwise has clearly spent too long dealing with...
3. The sort of morons who're happy to overlook glaring faults because the code 'isn't optimised'. The sort who *might* work for other mags. So here's *our* promise – we like to think it's fair to everyone. *We always give games the marks they deserve*. Still worried? Then maybe you're the sort of person who refers to games as products...

PSM2'S MANIFESTO

PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

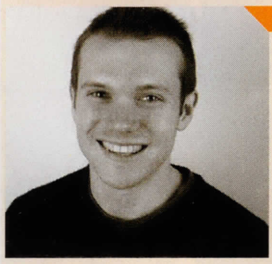
PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

›REVIEWERS レビュー

PLAYING PS2

LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.



DANIEL DAWKINS

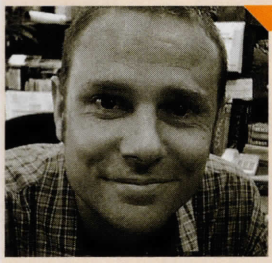
- **SPECIALIST IN:**
  Trumpeting, falconry.
- **HAVING FUN WITH:**
  Football

Dan is PSM2's mascot and can often be seen 'delivering the word' at everything from agricultural shows to the TV Quick Awards. His stamina is legendary, as is his use of the word 'palpable'.
daniel.dawkins@futurenet.co.uk

RICHARD OWEN

- **SPECIALIST IN:**
  Savate, street theatre.
- **HAVING FUN WITH:**
  RC Copter, Extreme Express

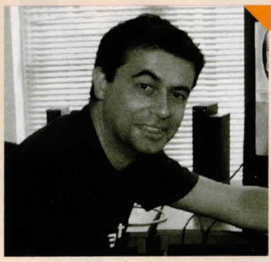
Despite living the glamorous life of a Videogame Reviewer, in his spare time Richard runs a small 'newsagent and tobacconist' booth near Reading Station. Say hello if you live nearby.
richard.owen@futurenet.co.uk



JONATHAN BRYANT

- **SPECIALIST IN:**
  Le Parkour, cookery.
- **HAVING FUN WITH:**
  Haven, Ratchet &Clank

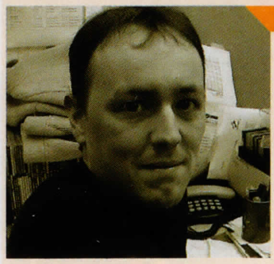
The rumours of Jonnie's 'relationship' with Samantha Mumba are complete lies. For all we know, Samantha doesn't even *like* games, in which case the girl's got no business being in our office!
jonathan.bryant@futurenet.co.uk



DANIEL GRIFFITHS

- **SPECIALIST IN:**
  Bread, circuses.
- **HAVING FUN WITH:**
  Lord Of The Rings

'Mudcake', 'Flange' and 'Pink Whistle' are three of the names Daniel likes to be called in the street. He's often seen bothering pedestrians outside branches of Woolworths. Keep an eye out.
daniel.griffiths@futurenet.co.uk



MARTIN KITTS

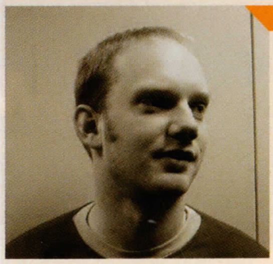
- **SPECIALIST IN:**
  Astrophysics, Silat.
- **HAVING FUN WITH:**
  Red Faction 2

Despite his ungodly consumption of coffee, 'Kitt Katt' failed to finish *Red Faction 2* in one sitting. As punishment we removed his entire body and replaced it with four tins of luncheon meat.
martin.kitts@futurenet.co.uk

JAMES WHITE

- **SPECIALIST IN:**
  Forbidden love.
- **HAVING FUN WITH:**
  The Force

Keep your eyes peeled when watching TV – you might see Jim! His roles have recently included 'tramp outside the fishmongers' in Midsomer Murders and 'curious student' in Holby City.
james.white@futurenet.co.uk



ALEX COOKE

- **SPECIALIST IN:**
  Stain removal, rocketry.
- **HAVING FUN WITH:**
  Summoner 2

Alex frequently finds himself inspired by the trembling stamina of war veterans. He spends Saturdays touring local retirement homes with his PS2 and a copy of *Prisoner of War*.
alex.cooke@futurenet.co.uk

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

PSM2's team of reviewers play games more than any other mag. We don't shuffle through the first level, then present you with some vague mark out of five. But sometimes you won't see eye-to-eye with us. So get in touch...

PSM2, FUTURE PUBLISHING,
30 MONMOUTH STREET, BATH BA1 2BW

›THE DEFINITIVE VERDICT フハワヌキニラ

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

REVIEWS
FANTAVISION
IMPACT POINT
INSIGHT
MATCHER'S CHOICE
PSM2 VERDICT
85

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here - from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HONEST AND ACCURATE シワヨカ/

PS2 REVIEWS

We review every last PS2 title from around the world – from Japan, America and Europe. Some of these titles that appear in an NTSC format will occasionally not make the transition to PAL and'll only be available on import for use on Japanese or American machines. Each review is clearly marked with its country of origin and, where possible, we always re-review PAL versions of games we've covered on import.

If you're looking for a review of a game that's available to buy, and it's not been included in the mag, approach it with extreme caution. Usually this means that whoever distributed it would rather you coughed up the money first and found out that it was absolute arse later. Rely on PSM2 to help you spend wisely.

›HONEST AND ACCURATE シワヨカ/

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

›HARD-HITTING シワヨカ/

THE PSM2 SCORING SYSTEM:

PSM2 WARNING! Unlike other mags, PSM2 takes reviewing seriously. PSM2 is hard, but fair. 90+ scores are rare. Read the guide below.

0-29	Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...
30-49	Possibly fun in the short term, but there're some serious faults in the game's design.
50-69	50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.
70-84	An entertaining game that *just* misses out on being something big. Highly enjoyable, though.
85-89	What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...
90+	An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE:

PS2 REVIEWS

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OUT UK 22ND NOVEMBER

HAVEN: CALL OF THE KING

"HE'S A MORAL INDIVIDUAL ON A QUEST TO RESCUE HIS GIRLFRIEND"

HAVEN: CALL OF THE KING

"WANT TO TRAIN AS AN AU PAIR?"

Big universe, little bloke and a whole galaxy of trouble going down. But can the creators of *The Wrath of Cortex* take on the might of the US platform giants?

REVIEWER: Jonnie Bryant

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Traveller's Tales
- **PUBLISHER**
  Midway
- **GAME TYPE**
  Platformer
- **PRICE**
  £39.99
- **EXTRAS**
  1 Player, DualShock 2, Memory card

PlayStation 2

DETAILS

- **Around 30 spacious levels with several linking challenges and a host of peripheral distractions to keep locked down.**
- **Over ten forms of transport ranging from speedboats, through gliders and monorails, to a selection of sky-ripping space ships.**
- **A unique pick-up system that sees you having to collect antidote pods to keep a virus you're carrying at bay. Don't collect enough and you'll be shaking out your dreads in that big cider house in the sky.**

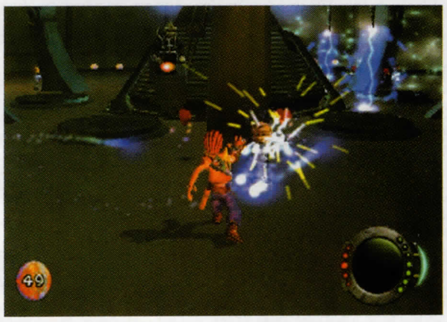
Character references. At some point in your life you'll have to ask for one. About to rent a flat? Then you'll need someone slightly biased to say "clean, conscientious and not mental in anyway whatsoever". Decided to train as an Au Pair (always high on our reader's list of most-wanted jobs)? Then the same applies. You've got to have someone who'll defend you publicly.

As far as *Haven* goes, there's little we can fault about his character. He's a fine, moral individual on a quest to rescue his lost girlfriend, Chess, while being drawn on by his recurring dreams about a mystical bell. Nothing too deviant there, we admit.

No, the problem we have with him has nothing to do with personality. It's, and we're ashamed to say this, the way he and the other central characters of the game *look*. Perhaps it's their dead-eyed stares, or perhaps it's the fact that they somehow sit at odds with the sumptuous environments that have been designed by fantasy artist Rodney Mathews? Or perhaps it's the fact that their interaction with these worlds just isn't as solid as we've been used to from other top-end platformers.

"IF YOU WANT ONE UNIQUE FEATURE, IT HAS TO BE HAVEN'S VEHICLE INTERACTION. FORGET TAME GRAV-A ZOOMERS... THIS IS THE REAL DEAL"

Bounce *Haven* up a series of ledges and you get the sensation that he weighs next to nothing. True, the benefit this gives to speed of play is self evident – this is a game that doesn't hang about – but when you appear to float after completing a sequence of double jumps, you can't help but let your finger stray over the alarm button.



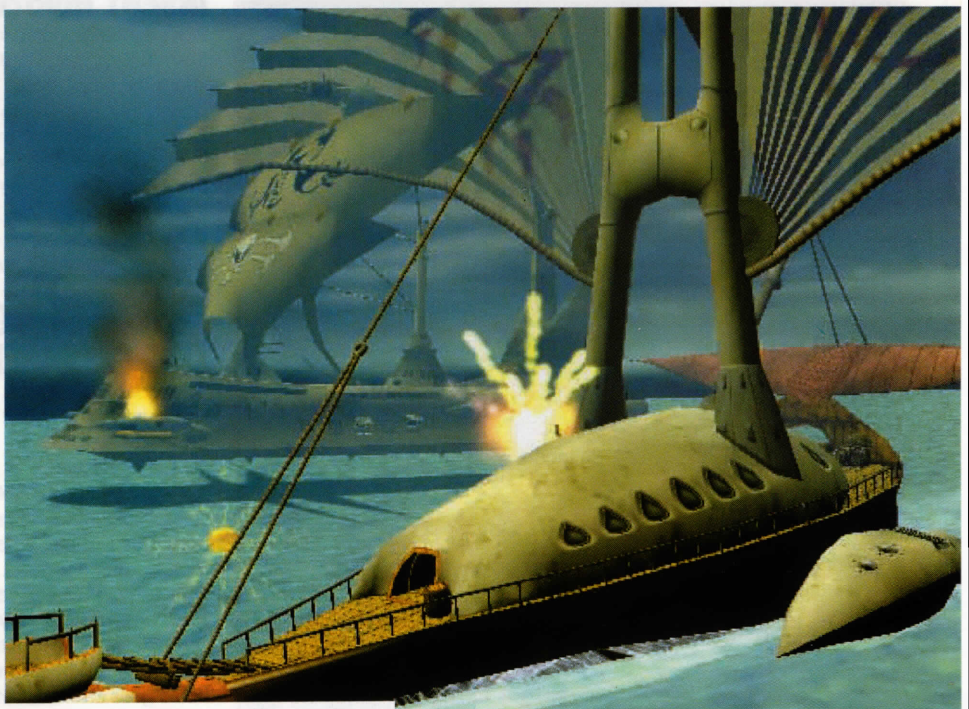
GLOW TORCH: Weapon and light effects are firework bright and just as dangerous. Beware, young Haven.

Another flaw turns up as soon as you get into a scrap with any of badman Vetch's resident evils.

Bots, goons and liggers are abundant on screen – in fact, we'd be hard pushed to find any other platformer with this many simultaneous animations. Problem is, they just aren't that smart or as tenacious as those that we've previously encountered in the likes of *Maximo*.

They *do* put up a fight, they are – weirdly – better designed than the 'friendlies', but they're pretty much animated obstacles rather than capricious adversaries who'll dodge for cover or hunt you down.

Their proliferation adds up to a relentless series of encounters that keeps the adrenaline level up while refusing to let your interest wander once it's hooked under your flesh. So every area offers up yet another new type of enemy. Fine, as long as you don't get into the realms of there being so many that you're never quite sure ▸



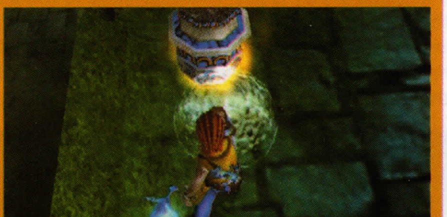
MISSION YOU ALREADY: The three tasks required to set sail are characteristic of the game as a whole.

FOR HAVEN'S SAKE: Doubling back to familiar territory in the space craft is a real high point.

PEOPLE CHASE: Crowds of colourful, animated clones? Good. All thick as shit and standing in our way? Bad.

SHIELD OF DREAMS

As well as his yo-yo styled Magball and charge-able wrist lasers, Haven also gets the added protection of his power shield. Flip this on and you'll be able to deflect enemy lasers, break sealed pots and tame shield dragons, which are a vital component if you're out to access all the secrets on a level. Plus, its power reservoir is dead handy for energising everything from grind lines to ship's engines. Simply stand next to the node and energy will drain into it, firing up whatever gadget it's attached to.



BLUE CARRY MORE: The only way that you can bust open flame pots is to lure a shield dragon to them.

EASY COVER: For added protection, make Haven crouch and he'll pull his shield over his head.

▶ what tactic to employ with each. On the upside, though, it's indicative of an inventiveness and variety that soaks out of every environment.

INVENT HORIZON

Pick a corner, any corner, and you'll find something fresh lurking round it. From using Haven's yo-yo attack to whip shield energy generators up to speed, to momentum-balanced platforms that have to be shoved into action like a funfair's swingboat. But these are just the little touches that take your platform expectations and turn them inside out. They're a nice twist, a showy touch of class, but they do nothing to prepare you for the revelations that arrive later in the game.

> **"DUNE BUGGIES, GLIDERS, FERRIES, SPEED BOATS... IT'S LIKE BEING JEREMY CLARKSON IN A CARTOON"**

If you want one unique feature that'll shift this off the shelves, it has to be the scope of *Haven*'s vehicle interaction.

Forget tame Grav-A zoomers, and stuff non-controllable space ships down the nearest black hole. This is the real deal. Dune buggies, gliders, ferries, speed boats… It's like being Jeremy Clarkson in a cartoon episode of Extreme Machines. Best bit is, you eventually get to pilot something truly out of this world.

When you finally encounter your first chariot of the gods after the Hatching Ground boss battle, you literally get launched into a new dimension. We've enthused about this feature before, but hitting the afterburners and watching as your new ship leaves the atmosphere is one of those shiver down the spine moments. Admittedly, you don't have long to savour the experience, as the vacuum immediately fills with enemies, but it's still something new as far as games like this go.

The shift in perspective's immense, and it's a move made all the more notable as soon as you approach another planet. Fly across the sweeping fractal landscape, spot a tiny structure on the surface and hover in to investigate. Then, after a brief cutscene that covers your exit of the craft, you're off, straight back into non-stop platforming madness. Brilliant. It almost makes up for all the niggling little discrepancies that have cluttered the experience right up to this point.

SPACE TOPPER

Power-up barrels that resist you jumping inside them, NPCs that continually get in the way and hamper your progress, shooting sections that are so long that you're likely to die before completion… True, nothing's fundamentally broken, but the combined effect gradually leads to

DREAM PLAYER: Your plot motivation comes from dreams about a large bell tower. It's all very Freudian.

TROUBLE DATING: The secret's out. Your girlfriend, Chess, isn't all she appears to be. Ooh, he's *gutted*.

LEVEL DREADED: Hero Island's like a game in itself. Four levels and four very different styles of play.

an underlying frustration that'll have you yelling at the screen – and not in a good way.

That said, with a game this size, there's always something on hand to redeem your affections. Arcade-styled weapon effects, tempting sub-missions, bemani machine operation, copious vehicles… It goes on and on.

But, even with all this weighted in its favour, the answer to our opening question about whether *Haven* can better the US in the platform stakes has to be no. It comes within spitting distance but, sadly, no cheroot.

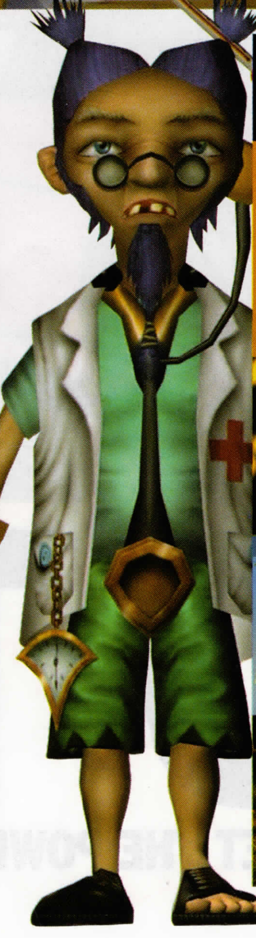
DAXTER WAY I LIKE IT

While *Jak & Daxter* doesn't actually offer something comparable in terms of size or diversity, it's still an incredibly tight, well-scripted adventure that rarely has you questioning the logic behind any of its features.

Admittedly, it was a little short, and it was vastly underpopulated in comparison to *Haven*, but it was a rock solid coding job. Traveller's Tales' game, by contrast, appears more like an uncontrolled growth of excellent ideas in need of some targeted pruning.

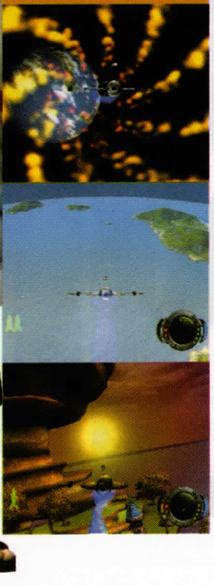
As for how this shapes up next to the current cause célèbre *Ratchet & Clank*, well, you'll just have to turn to page 80 and see for yourself. **PSM2**

It's rocketing on to shelves just in time for the biggest outpouring of platformers ever seen.



IMPACT POINT

One of the best new features we've seen included in the later builds is the warp drive for the orbital sections. Defeat three waves of enemy ships and you'll receive enough energy for a hyperspace shortcut to the next planet.



TRAVEL RASH

While Ratchet and Clank get to play with their gadgets, *Haven* has more modes of transport than your average London commuter. We've encountered around ten different types as we've played through the game, with control methods varying with each device. Sometimes you might find yourself tied down to a cross-country trek via a monorail, while with others you're suddenly given the freedom of the skies thanks to a prop or a rocket engine. It's understandable, really – with a game environment as vast as this you really do need something better than a bike to get about on.

FLOTILLA THE GUN: Get the boat ship-shape and you're in for an extended battle at sea.

PLANE AND ABLE: You get a whole new perspective on Hero Island the minute you get airborne.

ROCKET AND TUBBS: Your first spaceship is found at Exarco Village.

DUNE JUICE: The Quad's a bit light in the handling, but it doesn't half shift.

*SPRING*STEIN'S CHOICE

1 **RATCHET & CLANK**
OK, so we lied. But it's impossible for us to keep our enthusiasm under wraps until pg80.

2 **JAK & DAXTER**
Simpler, shorter, and ultimately limited but still a perfectly formed capsule of platforming brilliance.

3 **HAVEN**
Third in our run up, but only as a result of collective annoyances dragging down our enjoyment.

PSM2 VERDICT

GAMEPLAY
+ Platforming doesn't come faster than this.
- You'll find themes repeating themselves as you progress.

GRAPHICS
+ Guns and reflections really are light fantastic.
- Characters are all touched by the curse of Magoo.

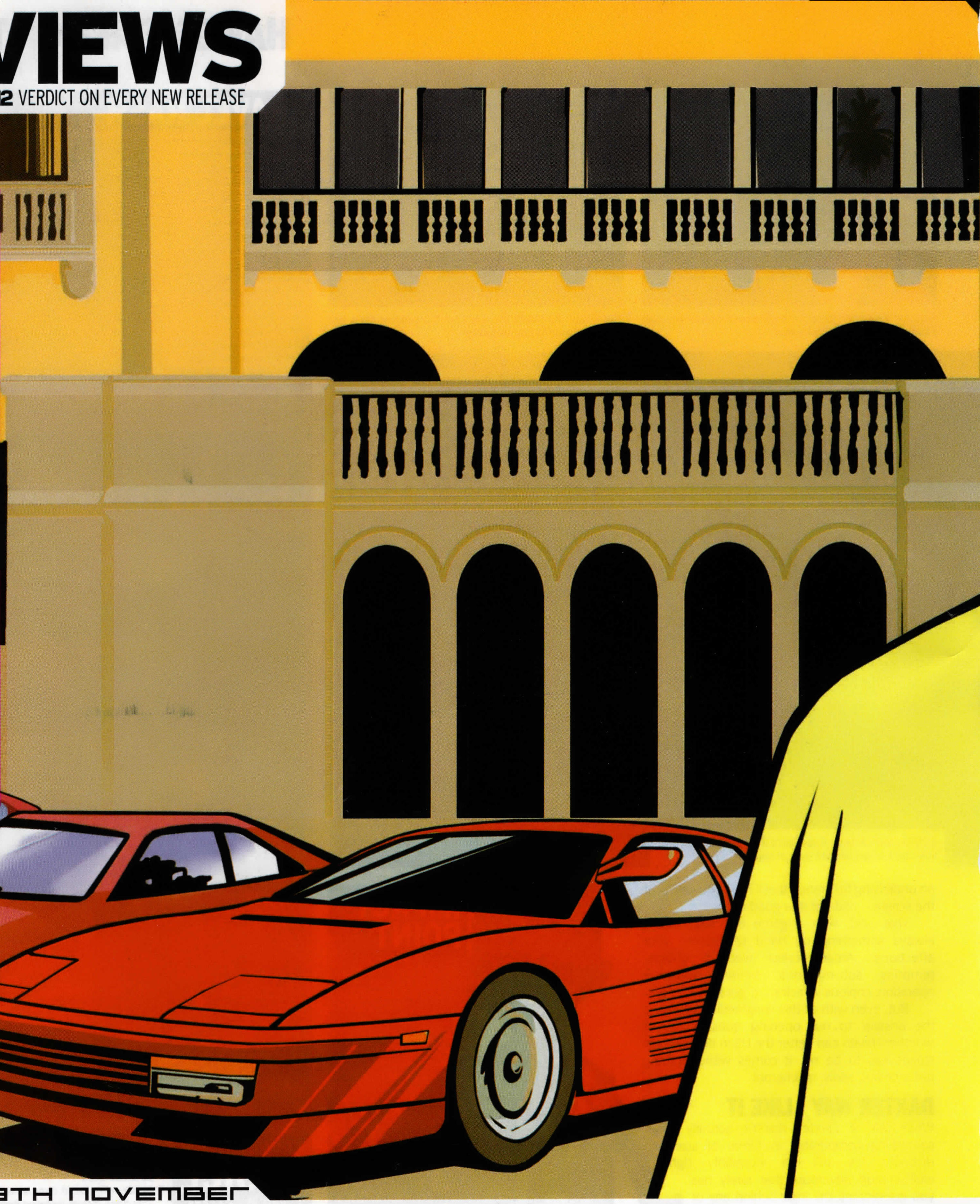
SOUND
+ Good spread of musical themes.
- Dialogue that'll make you weep blood.

LIFESPAN
+ A solar system full of stuff to do.
- Overly lengthy shooters could sap your enthusiasm.

OVERALL
Ingenius like a mad professor, but equally as stutteringly eager at times. Still worth the cost, if only for the deep space wow factor.

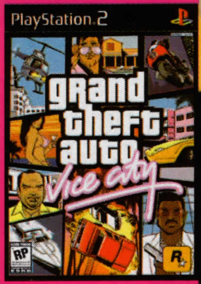
81

SAFE



INFO

- **CODE TESTED**
  NTSC (US)
- **DEVELOPER**
  Rockstar North
- **PUBLISHER**
  Rockstar Games
- **GAME TYPE**
  Crime sim
- **PRICE**
  £39.99
- **EXTRAS**
  1-player, DualShock 2, memory card



DETAILS

- 40 different types of weapons, including laser sighted sniper rifle and Samurai sword.
- 120 different vehicles including helicopters and boats.
- Nine hours of real '80s music, including Bryan Adams, Gary Numan and Lionel Ritchie.
- Cast including several Hollywood legends.
- 100+ hours of sheer joy.

OUT UK 8TH NOVEMBER

GRAND THE

"FIRST YOU GET THE MONEY, THEN YOU GET THE POWER, THEN YOU GET

We knew it was going to be good, but *Vice City* reaches heights you couldn't imagine – to the '80s and beyond!

REVIEWER: Marcus Hawkins

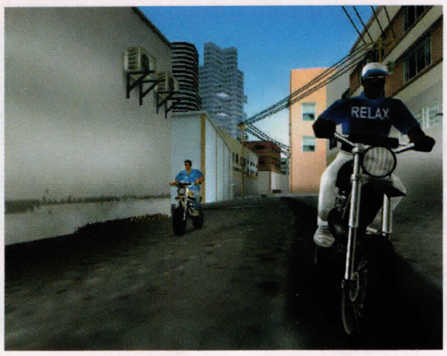
Stop what you're doing. Put down the mag. No, hang on – if you're in Smiths, pay for it first and if you're at home, fill in the subs page. Now – put it down and go and buy *Vice City*. Run, run like the wind, as every second you waste is a second lost playing – yes – The Game Of The Year. When you get time, read the rest of the review. 'Kay?

Nothing plays like *Vice City*. Nothing, no-one, nowhere. This isn't a game that just raises an eyebrow or tickles a smile – you'll boggle in disbelief, high-five imaginary homies, and hoot with joy at each new discovery. No other game starts with you nicking a Ferrari, carving through traffic, listening to Billie Jean on the radio, parking outside your hotel, having your Hawaiian shirt insulted by a rollerskating babe, and then having your parked car smacked into by a complete schmuck while you cry from the window of your second floor hotel room. It's the perfect '80s grab-all-you-can beginning to a Tony Montana-rage – first you get the money, then you get the power, then you get the women. Well, after you've got the guns.

The thing is, *Vice City* truly *can* become yours. This is an all-empowering experience – a big bowl of Play-Doh for you to put your face in and make an impression. Apart from the thrust of the main missions, what you do, when you do it and more importantly, *how* you do it, is your choice. There's completing missions like homework – and then there's playing in style.

Say you need to 'whack' a 'mutha', as they say on the 'streets'. You could go over there and run them over, quick as you like, and pick up your money. But unless you've just bought the game to finish it, important decisions have to be made. The linen suit's always sharp, but those dungarees you picked up earlier give off a nice Village People vibe. Then there's transport – the golf buggy says class, but the PCJ 600 power bike's more appropriate for slipping through▸

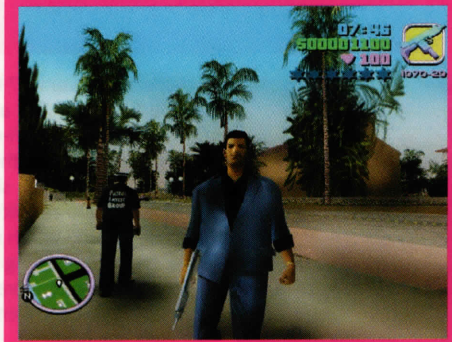
"IMPORTANT DECISIONS HAVE TO BE MADE. THE LINEN SUIT'S SHARP, BUT THOSE DUNGAREES YOU PICKED UP GIVE OFF A NICE VILLAGE PEOPLE VIBE"



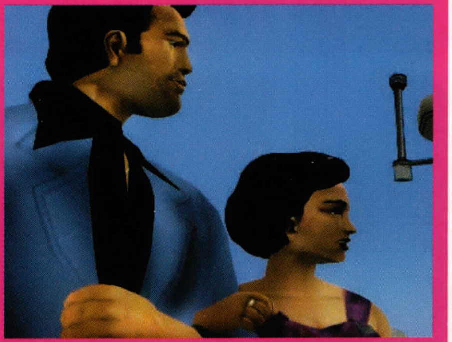
WILFRED SCRAMBLE: *Vice City* is riddled with detail and cute '80s references like this charming nod to Frankie Goes To Hollywood.

MESSING WITH THE BEST

Rather than the mute and anonymous character in *GTA3*, we get to play as Tommy Vercetti, who's as quick with a smart-arse remark as he is with a Colt .45. After being stitched up, he intends to take over Vice City, block by block if necessary, and make those who crossed him pay. His is a bloody tale of betrayal, murder and remote controlled cars.



PASTEL DUCHY: Tommy is a lot leaner than the *GTA3* hero and, as he's fully skinned, there's no pointy joints or dodgy elbows.



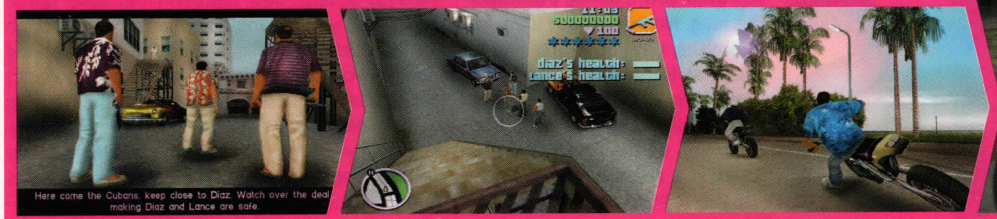
STUBBLE WRAP: Voiced by Ray Liotta, he plays a much bigger part in the cutscenes and is a superbly fleshed-out character.

FT AUTO: VICE CITY

THE WOMEN. WELL, AFTER YOU'VE GOT THE GUNS"

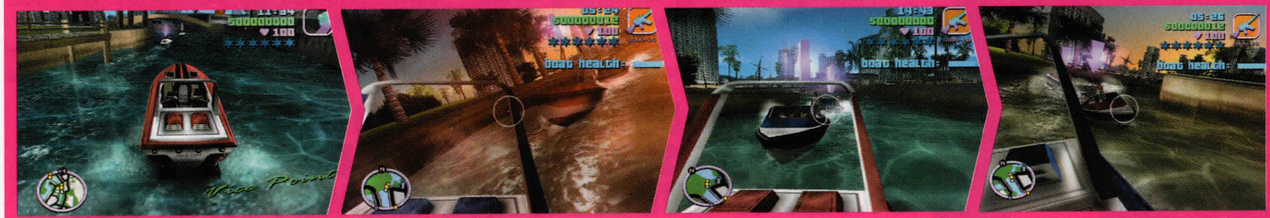
MISSION IN ACTION

We're loath to give too much away, as the more you discover yourself in *Vice City* the more pleasure you'll get, and even the smallest discoveries will make your day. But it's our duty to report, so for those who can't wait here's some of *Vice City*'s sweetest treats.

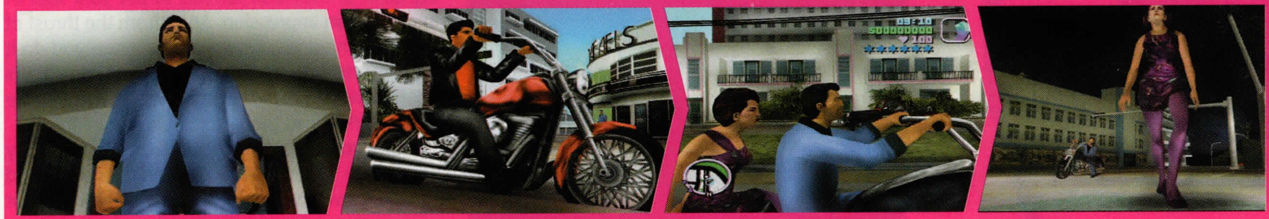


Here come the Cubans, keep close to Diaz. Watch over the deal making Diaz and Lance are safe.

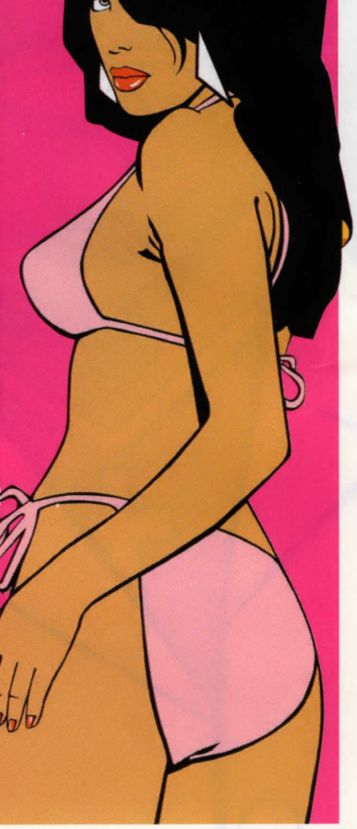
GUARDIAN ANGEL: Your first contact with one of game's best characters, Ricardo Diaz, is this protection mission. Using the Luger you must fend off a rival gang and retrieve the merchandise.



SUPPLY AND DEMAND: With your sidekick Lance Vance driving the boat you can concentrate on peppering this fleet of cuddly Cubans with your Luger which offers you this first person view.



MERCEDES RULES: Your first mission couldn't be simpler. Just change your suit and take the Colonel's daughter home, but it's also your first opportunity to get your mitts on a bike.



NEVER GONNA GIVE YOU UP

(OR 'SECRETS REVEALED WITH THE AID OF A MIRROR')

You can buy some houses and buildings which become a new save point. The more houses you buy, the more garages you own, the more cars you can park and the more of the city you own.

The opening loading screen is just like an old Spectrum game.

You can change clothes throughout the game. Costumes include a linen suit, black and maroon tracksuits, a golf outfit, a spoof Gap ensemble, builders' dungarees, and a Cuban gang outfit that make you look like the Karate Kid.

Kent Paul is there. He's a record producer.

When you restart the game from the hospital or the police station, there's always a taxi waiting for you that takes you back to the mission point in a matter of seconds.

You can ride a bus round the city. Just wait at a stop.

There's a Destruction Derby stadium at the top end of the map.

Your partner Lance Vance is voiced by Philip Medial Thomas – Tubbs from Miami Vice. Other notable voiceovers include Tom Sizemore, Robert Davi (the baddy from Licence to Kill), Gary Busy, Luiz Guzman and Dennis Hopper.

Once you take out Ricardo Diaz you take over his house. Yes, his huge Scarface house now belongs to Tommy Vercetti.

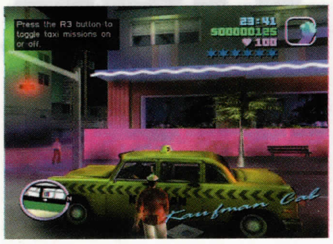
There's normal police, SWAT teams and plain clothes police that carry Uzi's.

Take a car with two people in it and often the guy in the passenger seat will stay in there screaming at every near crash.

You roll out of cars or jump from bikes while they're still moving or in mid-air.

There's a beach ball behind a house on Starfish island that allows you to do keepie uppies with it.

JEAN STREETS: Changing outfits during a mission can reduce your Wanted rating, as the police won't recognise them.



Press the R3 button to toggle taxi missions on or off.

Casual outfit delivered to Gosh in The North Point Mall.

▸traffic. Radio station? Let's go for dramatic irony, maybe Emotions FM and hopefully a bit of the Cutting Crew. Weapon-wise, we'll eschew knives and bats in favour of the ever-reliable Uzi. Finally, the hit – and why simply dismount/aim/fire/leave, when you can flick a few buttons, flip to the side camera and watch in profile as Tommy sprays 'n' prays while busting out a front wheelie? The job's done – but more importantly, you've just created a memory. Remember kids, let's cherish the night we have.

For all the talk about the '80s styling and content, let's make this clear: *Vice City* is not just *GTA3* in a linen suit. Think of the gristly bits of *GTA3* – the targeting system, the stodgy missions, the mute main character, the radio stations that lose their appeal through repetition – all of it has been dealt with.

In Liberty City you had a targeting system that made gun battles a chore compared to bouncing bodies off the bonnet. In Vice City, shoot-outs are not only manageable but a delight. Squeeze the R1 button, and the nearest and most threatening target is surrounding by a double ringed icon, the inner blue one indicating the primary target area, the red outer the blast range. Blam. If you've got a shotgun, the target will kiss dirt at the first shot, so re-aim and repeat the process. Perhaps crouch to make yourself harder to hit and your aim truer. It's so simple that *Vice City* places more and more demands on your sharp shooting. Gang bases have to be raided, mansions cleared and deals ambushed, but with a few choice weapons, nothing is impossible.

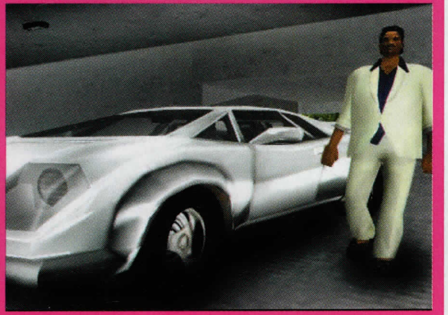
Too often in *GTA3* the missions were far too vehicle-based, and suddenly you were more minicab driver than gangster. Not in *Vice City*. One of the stand out missions in *GTA3* was Bomb Da Base, as it minced many of the gameplay ingredients – driving, shooting, strategy – into one chunky gangster pie. Every other mission in *Vice City* is like that.

One of your early tasks (look away now if you want to keep it fresh) has you protecting the

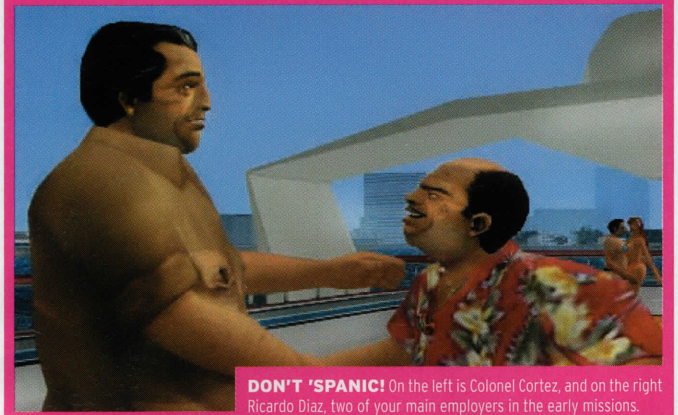
"GANG BASES HAVE TO BE RAIDED, MANSIONS CLEARED AND DEALS AMBUSHED, BUT WITH A FEW CHOICE WEAPONS, NOTHING IS IMPOSSIBLE"

VICE INFESTATION

Vice City's plot sucks you in instantly, mainly because the lead characters are so bloody entertaining. The cutscenes are superbly scripted, with genuine laugh-out-loud moments. What's more, in between all the murder and mayhem, Tommy actually makes friends! While *GTA3* was often a very lonely experience as you pounded the streets of Liberty City, once you've completed a few missions here, you get a crew of crooks that want to hang on to your coat tails as you blaze a trail through Vice City.



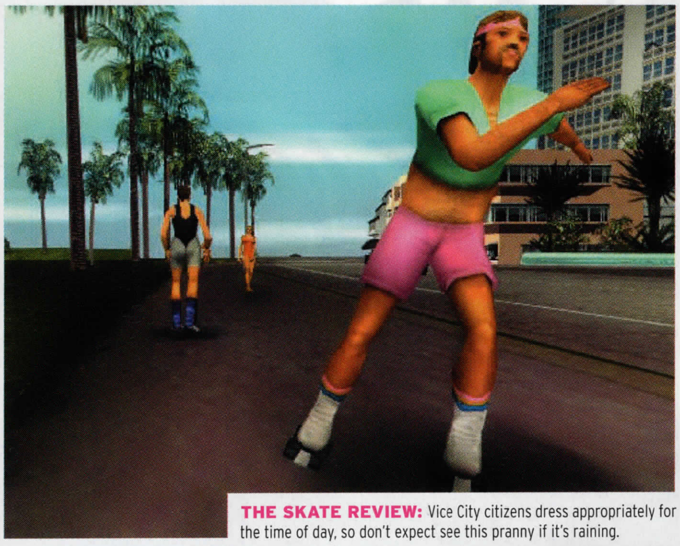
COME LANCING: Here's Lance Vance who seems determined to help you out. He might be a snappy dresser, but can he be trusted?



DON'T 'SPANIC! On the left is Colonel Cortez, and on the right Ricardo Diaz, two of your main employers in the early missions.

SPINAL FRAME: Here's the lead singer of Scottish popular rock-combo Love Fist. And friends.

VICE BURG: Fidgety, pube-haired lawyer Ken Rosenburg is your first contact in Vice City.



THE SKATE REVIEW: Vice City citizens dress appropriately for the time of day, so don't expect see this pranny if it's raining.

IMPACT POINT

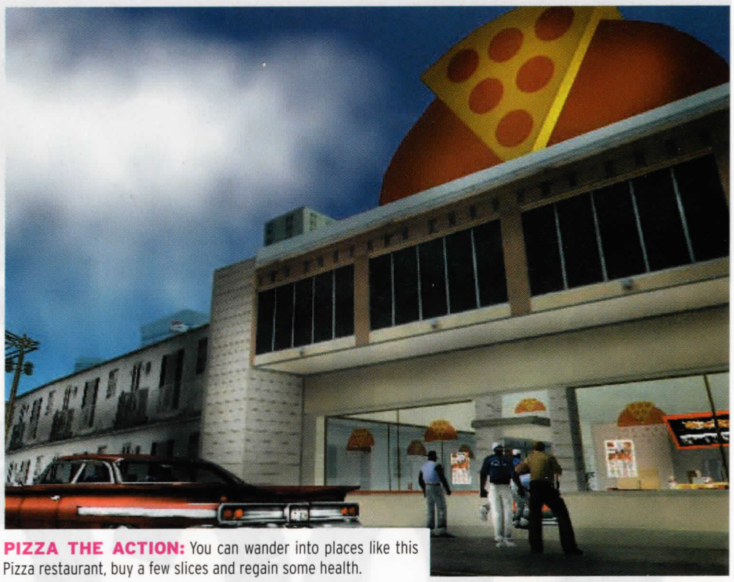
The first few moments of the game, when you're first let loose in the streets of Vice City, are better than visiting the Land of Chocolate. There's just so much to sample, explore, nick and damage that initially you just don't know what to do with yourself or where to start. It is *so* choice!

SHOP, HAMMER TIME: Bump into pedestrians, and each one will offer some advice on where to go.

DIAZ I SAY: Your boss checks on your progress in one of the early missions. He's caring like that. Just don't try to off him...

INSIGHT

Umberto Robina is voiced by Danny Trejo. The Con Air star is a true tough guy, as he spent time in San Quentin for armed robbery. During his time he won several prison boxing titles.



PIZZA THE ACTION: You can wander into places like this Pizza restaurant, buy a few slices and regain some health.

sweaty Ricardo Diaz as he earns some pocket money in a back alley. Taking an elevated position – and the Luger – you unleash lead fury Commando-style when things kick off. Soon, all the rival gangs are ventilated and you think you're a big man, but suddenly two scramble bikes whip through the streets, a rider scoops up a Samsonite case of used notes and disappears only for his pal to get tenderised by a truck.

Picking up the spare scrambler from the mess of limbs, you have to retrieve the case by hurtling through a series of drainpipe-tight back alleys. Just when you thought you could second guess it, *Vice City* takes the elastic from your pants and leaves you looking foolish. You've gotta see all the angles.

Some missions are tough – boss level tough. Consequently you can get a bottle-neck of mission threads when you can't complete a task. You get frustrated, you get tired, but when this happens it's time for a break. Visit the mall, watch a gang fight. or get a Freeway bike, go to the waters' edge and weep to Toto's Africa. Then return to the mission and try a different tack, as there's more than one way to skin a Haitian Warlord. This game fuels the imagination and then matches it with gameplay and design.

> **"YOU GET FRUSTRATED, YOU GET TIRED, BUT WHEN THIS HAPPENS IT'S TIME FOR A BREAK. VISIT THE MALL, WATCH A GANG FIGHT..."**

So – best game ever? Well, let's try to be objective – there're always sprouts at Christmas, and there're some drawbacks here, too. The biggest is the AI of your sidekicks, as in many missions you're accompanied by a crew of heavies or by cool-kat Lance Vance who becomes the Tubbs to Vercetti's Crocket. Their presence on the missions is to help out, but often they just get in the way or occasionally disappear from sight. There, we've said it. Oh, and while we're being picky, just how anyone can make an '80s game and not include "Let's Hear it for the Boy" by Denise Williams is beyond us. Surely this should have been a priority, but there you go. Opportunity missed.

Anyway, we'll stop wittering, as there's a game for you play and there's more in *Vice City* than we could – or would *want* to – give away in a review. As for the score, well we're leaving ourselves a few percentage points to play with for the next *GTA*, but *Vice City* is the game that the PS2 was created for and makes the others look like warm-up acts. Buy this game – it's an essential purchase. We give you our word on this one – you won't be disappointed, and all we have in this world is balls and our word, and we don't break either of 'em for no-one... **PSM2**

Remember, remember, the 8th of November.

CARLITO'S CHOICE

1 **GTA: VICE CITY**
A triumph of style, substance and a four iron to the face. One of the best games ever made.

= **GTA3**
The original PS2 ball-breaker looks a little scruffy compared to *Vice City* but is still streets ahead of any other crime sim.

= **MAX PAYNE**
Bristling with attitude and action. Sadly a little short and blurry to truly satisfy.

PSM2 VERDICT

GAMEPLAY
+ Irresistible blend of guns, cars, golf buggies and real estate.
- Some missions tend to halt the game's momentum.

GRAPHICS
+ Awash with sublime detail and knee-weakening effects.
- Not a giant leap from *GTA3* and really tests its draw distance.

SOUND
+ Unparalleled in terms of voiceovers and soundtrack.
- Er... scramble bikes are bit whiney.

LIFESPAN
+ An obscene amount to explore and achieve.
- Just knowing that one day the plot will come to an end.

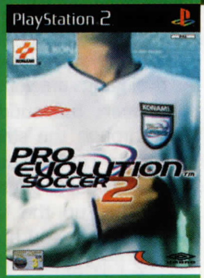
OVERALL
Rather than creaking under all the expectation, *Vice City* has flourished. Quite simply, it's the best that videogaming can offer.

97

RELAX

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Konami TYO
- **PUBLISHER** Konami
- **GAME TYPE** Football
- **PRICE** £39.99
- **ESSENTIALS** DualShock 2, MultiTap 2 Memory Card, 1-8 Players



DETAILS

- Revised Edit mode – with enhanced player customisation and flag design mode.
- Master League, International, Africa, European, Konami, Asia Cup modes. Plus club and international friendlies.
- New Umbro Challenge mode – with dribbling, passing, free kick and possession league tables.
- Enhanced player stats – over 19 attributes.
- 76 teams, with nine hidden sides.
- New stadiums, including replicas of Old Trafford and Yokohama.
- Partisan commentary and sound effects.

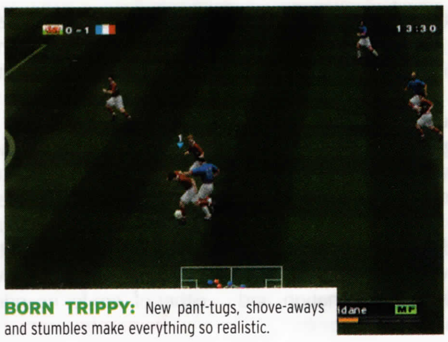
OUT UK 25TH OCTOBER

PRO EVOLUTION SOCCER 2

Enhanced and enriched. But Konami's maestro lacks the hunger of old. **REVIEWER:** Dan Dawkins

Duh duh duh duh." Sorry, "Mur mur mur mur." Who cares what we say about *Pro Evo 2*, eh? All we'll do is spout mothballed clichés, gush creaky hyperbole and wibble our arms in playgroup excitement. In that respect, reviewing Konami TYO's multiplayer-topaz is a lot like being a football commentator – no matter how many times you've said it, the game never ceases to amaze.

We've all been there. Just when you're losing interest, *that* bloke gets sent off, *he* curves one in from thirty yards and *they* combine to split a defence like a pack of cards. *Pro Evo 2*'s quite simply the most realistic, methadone-compelling football game in history – except, unlike real life, you'll never *ever* take part in a bad game.



BORN TRIPPY: New pant-tugs, shove-aways and stumbles make everything so realistic.

PRO EVOLUTION SOCCER 2

"THE MOST SKILLFUL, TRENCH-DEEP, ADDICTIVE MULTIPLAYER GAME OF ALL TIME"

BALL FOR ONE: Replays haven't really improved since the last game - there's still no "Ooh, nasty foul"-style analysis. Shame.

If – somehow – you didn't buy last year's version, ear-mark £40 *now* and re-join us in, say, six months. On the other hand, if you're a fan of the series, prepare to be initially… bemused. On the surface, almost nothing's changed. The players are more distinctive, there's a few new stadiums and a big yellow line appears to help you judge offsides – ooh. However, spend extended time with *Pro Evo 2*, and you'll realise that Konami haven't given their star player a hair cut, but a fresh pair of lungs.

INSIGHT

If you thought Manchester United were struggling, spare a thought for Belgian provincial team SSA Antwerpen. In 1995/96 their league record was: Played 30, lost 30, goals 12, against 271, points nil.

DAN ALIVE: PSM2's news ed is easy to recreate, thanks to his distinctive floppy hair - it's like strapping a Dan-A-Gram™ to Ryan Giggs.

> **"THE NEW ANIMATIONS, PASSING MOVES AND TWEAKS DISTIL THE RICH GAMEPLAY LIQUEUR TO NEAR-INTOXICATING PERFECTION"**

The improvement's only visible in the long term.

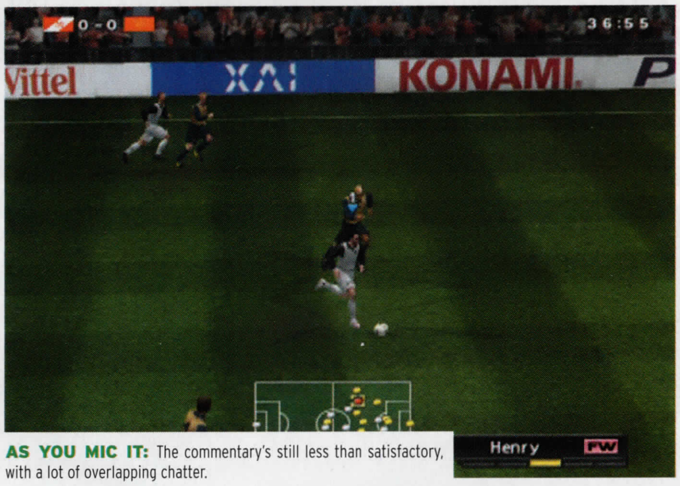
It's finally possible to score from crosses, while long balls can be flighted with sniper-like precision. Players are still apt to 'freeze' and make odd runs, but you can hold both shoulder buttons to take full manual control – preventing the aggravating touch-line stumbles of old. Dribbling's been liberated to accentuate player skills – so Ryan Giggs can torment fleet-footed defenders. Players swerve on a ha'penny to accommodate the flight of the ball – tapping R2 to nudge the ball ahead – allowing for greater unpredictability and individual brilliance.

Animation's been subtly – but significantly – enhanced. Players tug shirts and jostle as they compete for loose balls, smaller players teeter after clattering collisions – rendering them briefly ineffective – while there's a garnish of off-the-ball protestations. Commentary's been handed to Peter Brackley and Trevor Brooking, but – despite a sharper turn of phrase – remains slightly robotic. Peter often talks directly over Trevor – who continues to chunter away unperturbed.

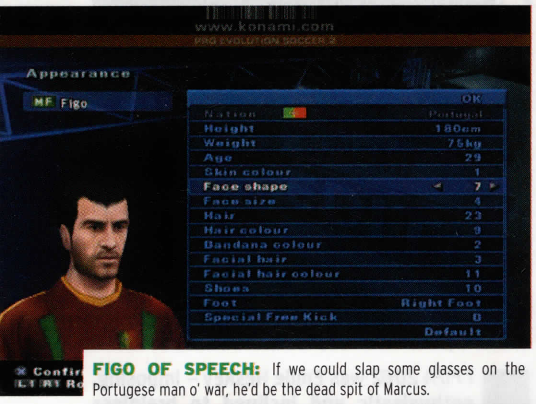
The Master League's been split into three tiers, infusing the transfer system with contract negotiations and loan periods. Instead of making outright buys, you've got to offer lucrative wages to attract big players – Zidane won't join a third division side, so you've got to scour for cut-price bargains. With an inclusive training mode, advanced season-on-season stats and a cup tournament, the Master League's insanely consuming. Problem is, the fundamental struggle-buy-achieve dynamic remains the same – seasoned fans may resent starting from scratch.

Pro Evo 2's still the most skillful, trench-deep, addictive multiplayer game of all time – but should you splash the cash on a gilded, yet relatively unchanged, update? As a footy fan – yes, no doubt. The new animations, passing moves and tweaks distil the rich gameplay liqueur to near-intoxicating perfection. Conversely, if you only play *Pro Evo* in multiplayer – say, for a cheeky half hour before a big night out – think twice. Konami's football hymnsheet will still have you singing in delight – but the chants are largely the same. **PSM2**

Pro Evo 2's already sneaked into shops.



AS YOU MIC IT: The commentary's still less than satisfactory, with a lot of overlapping chatter.



Nation Portugal
Height 180cm
Weight 75kg
Age 29
Skin colour 1
Face shape 7
Face size 4
Hair 23
Hair colour 9
Bandana colour 2
Facial hair 3
Facial hair colour 11
Shoes 10
Foot Right Foot
Special Free Kick 0
Default

FIGO OF SPEECH: If we could slap some glasses on the Portugese man o' war, he'd be the dead spit of Marcus.

WALL OR NOTHING: Remember that game where you could kick the ball into the defenders and clang them in the spuds? Oh, it was great.

PSM2 VERDICT

OVERALL

Stronger, sharper but cautious, Konami retains the PS2 footy crown. There's never been a better time to tread the hallowed turf.

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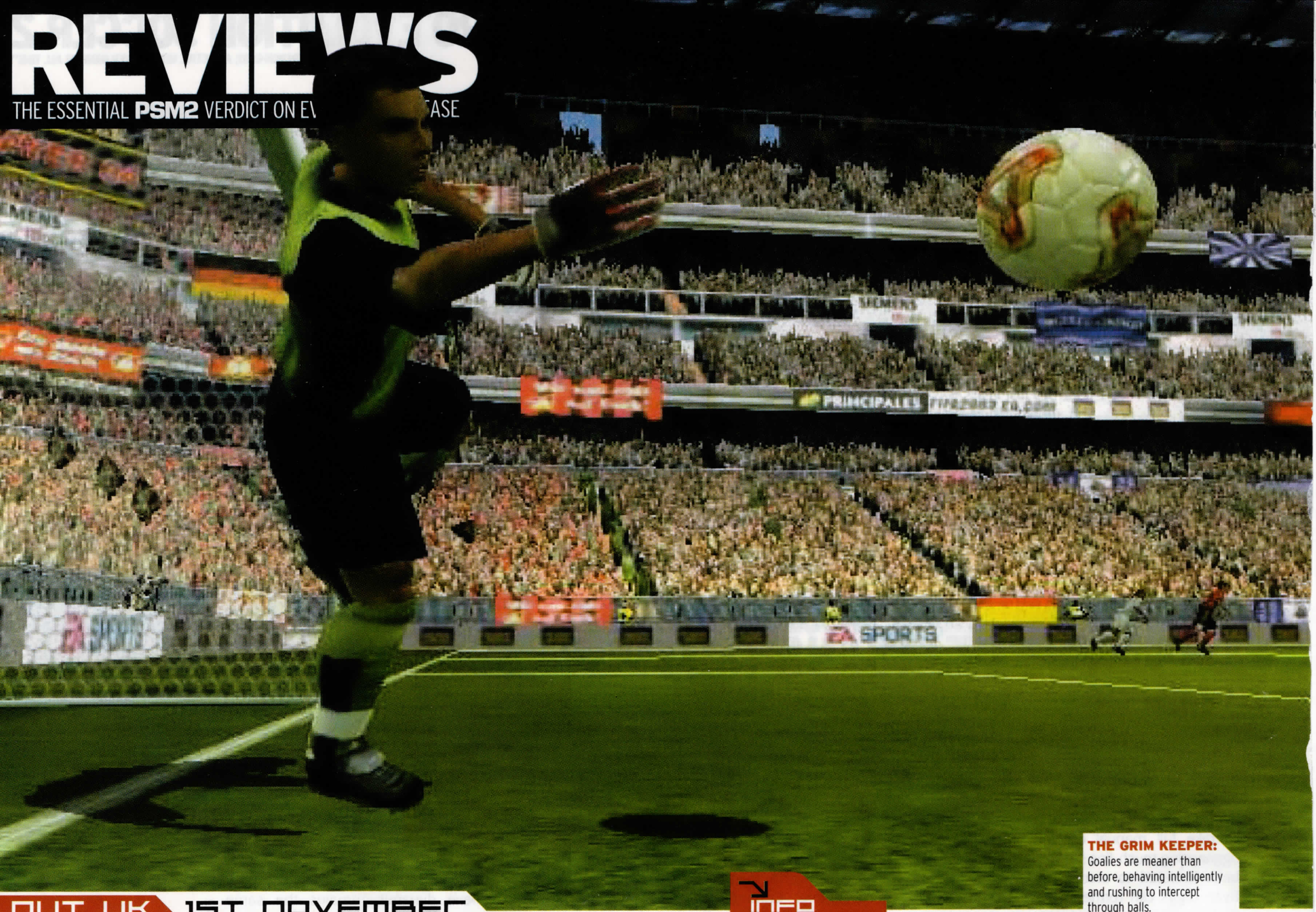
SVEN-SATIONAL

TURN THE PAGE FOR THE FIFA REVIEW AND FINAL VERDICT!

Tot. Score
117
KONAMI
MF Beckham

PLAYING HARD TARGET: Training modes help to perfect Becks' swerve. Watch for his trademark arm-swing, too.

DON'T LOOK BECK IN ANGER: Player likenesses are improved. Shame they can't keep up with Beckham's constantly changing mop.



THE GRIM KEEPER: Goalies are meaner than before, behaving intelligently and rushing to intercept through balls.

OUT UK 1ST NOVEMBER

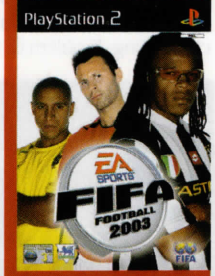
FIFA 2003

EA has given wonky old *FIFA* the Bob the Builder treatment for its latest outing. Can they fix it? Yes, they can.

REVIEWER: Daniel Dawkins

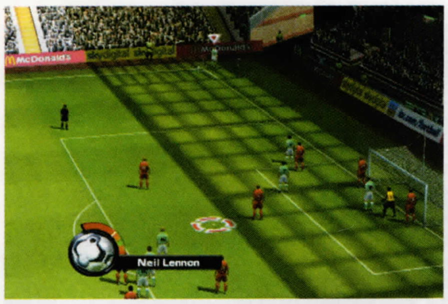
INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  EA Canada
- **PUBLISHER**
  Electronic Arts
- **GAME TYPE**
  Football
- **PRICE**
  £44.99
- **ESSENTIALS**
  1-8 players, DualShock 2, Memory Card, MultiTap 2



DETAILS

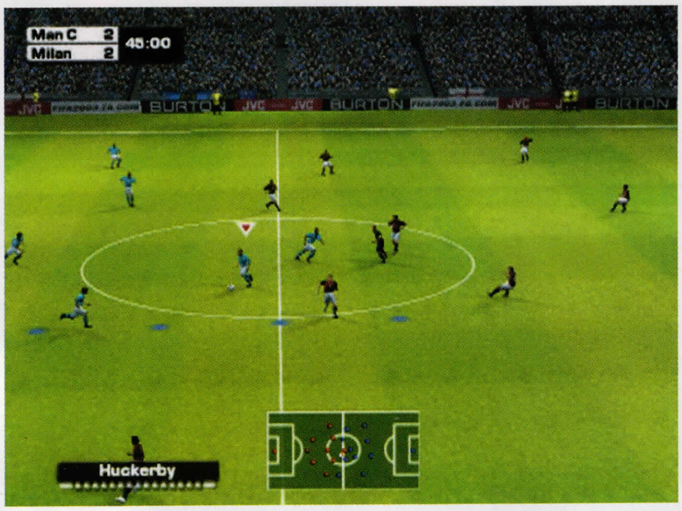
- New game engine, with intelligent smart-pass system and liberated free-balls.
- Revised set piece system, enabling enhanced swerve and control.
- Over 175 licences covering 16 leagues, 450 teams and 10,000 players – including the Premier, Spanish and Scottish League.
- Over 25 stadia, including Old Trafford and Anfield.



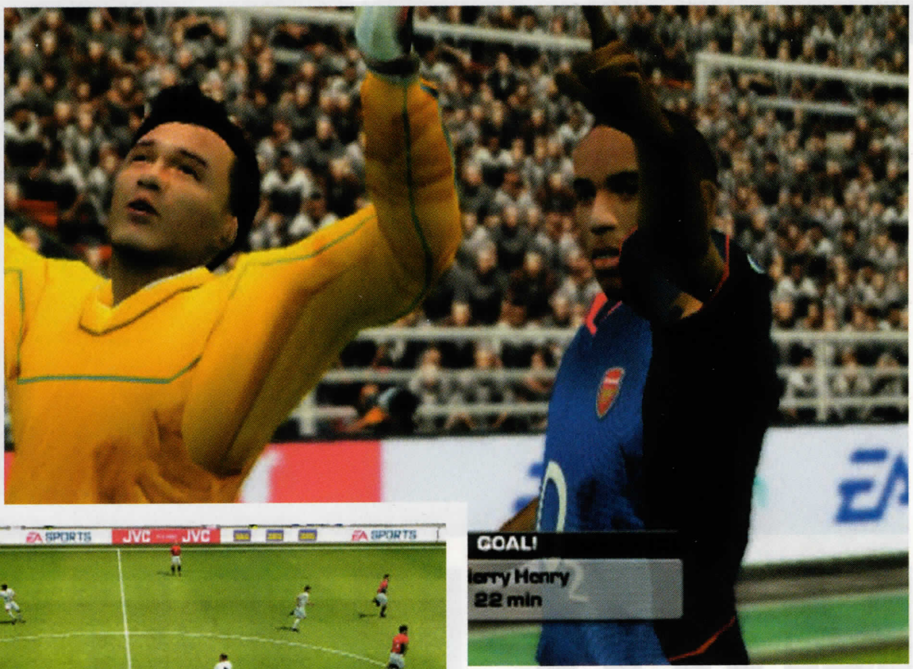
SPOT ON GOAL: Corners are similar to free kicks - place the direction marker, apply spin and time your shot to perfection.

If *FIFA 2002* was Emile Heskey – imposing, enthusiastic and inclined to brainless touchline charges, then *Pro Evo* was Zinedine Zidane – cultured, improbably skilled and aesthetically flawed. One year on, while Konami's game has changed little – learning a few unpredictable tricks and donning a wonky toupée, EA's is virtually unrecognisable – bankrolling an image consultant with staggering consequences. In comparison, *FIFA 2003* is Francesco Totti – handsome, gifted and intelligent, if slightly less mercurial than the balding French master.

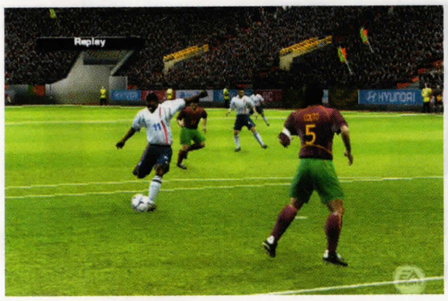
Outrageous? OK, confession time. We've got a vested interest in *FIFA 2003*. As astute readers may be aware, we've been involved with the game from an early stage, meeting the developers to dissect faults, highlight key tactical changes, rave about *Pro Evo* and gesticulate like Paulo Di Canio at a semaphore society disco. So while you might expect us to bend the facts, partisan to the last, to be persistently upbeat and ignore glaring



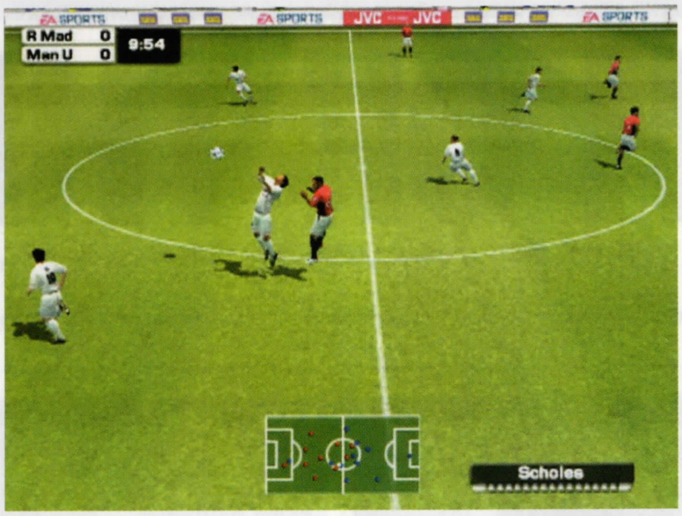
TRAIL BETWEEN YOUR LEGS: You can send players on runs by tapping L1 – fooling the opposition and creating attacking options.



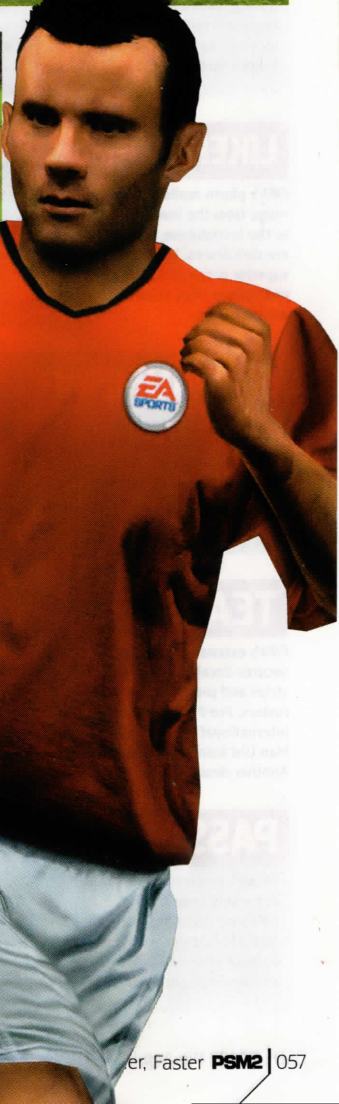
THIERRY'S ALL GOLD: The player likenesses are accurate to minute detail, including earrings, jewellery and trademark celebrations.



SWING COMMANDER: Shots need to 'pre-wound' by holding down the attack button. As ever, timing and precision is crucial.



RISE ON THE PRIZE: Headers are much more accurate than before – the stronger player will usually dominate competition.



errors – the truth is we don't have too. Whatever your feelings about *FIFA 2003*, you can't deny its underlying quality.

The game no longer feels 'broken'. Gone are the incredulous 70 yard dribbles, aggravating headers and implausible ball movement. Better yet, short passes don't require the meticulous planning of a NASA launch – just tap ⊗ to launch a speedy auto-pass, facilitating a previously-impossible pinball interchange between players. The system's uncannily redolent of *Pro Evo*, if – *gawk* – fractionally zippier and more natural.

Goals stem eclectically, from Thierry Henry-style tap-ins to audacious 20 yard drives. There're no obvious sweet spots – it's all about getting into the danger zone and playing the percentages.

"EVERY MATCH FEELS LIKE AN OCCASION, A SHOWDOWN WITH KNIFE-EDGE DYNAMICS"

Headers are unspectacular, yet consistent – a far cry from the tear-jerking chest-downs of *FIFA World Cup*. Tackling's equally improved. Players exhibit tangible solidity, with defined collision zones. You don't get the same sense of physicality and precision as *Pro Evo*, but it's a far cry from the 'Casper in flip-flops' collisions of old.

On the World Class difficulty level, you've got to display patience and aptitude, teasing the opposition with a juxtaposition of short passes and incisive long balls. The presentation's exemplary, with panel-precise real-life stadia and outstanding atmospherics. The crowd react dynamically, hollering the score and roaring chants, while players can be heard barking for the ball. Commentary's groundbreaking – McCoist and Motson forge a context-sensitive rapport. "Thirty goals last season, he's a real danger," purrs McCoist as Van Nistelrooy charges upfield.

Sadly, the illusion wavers with extended play. Shots and through-balls need to be 'pre-wound', inhibiting split-second decisions. Worse, the AI can appear docile. Your team mates only seem to 'switch on' in pre-set zones – for example, your central defender will pop for a chat with the linesman, *precisely* as a striker breaks through on goal. Lamentably, there's slight slowdown on the wider camera angles, while the customisation options are virtually non-existent. In fairness, the deficiencies are only really noticeable between players of miss-matched ability.

FIFA 2003 isn't as sharp as *Pro Evo 2*. It lacks the tactical finesse, and struggles to replicate the sensation of player individuality. But it *is* a good game. Sometimes, *great*. Every match feels like an occasion, a passionate showdown with knife-edge dynamics. Previously *FIFA* made you run, hack and swear for your thrills. Now it makes you *think*. And that alone marks its ascension from mid-table anonymity to full Premiership contention. **PSM2**

FIFA 2003's *out now – going head to head with* Pro Evolution 2.

PSM2 VERDICT

OVERALL

Cast aside your pre-conceptions – *FIFA 2003* is *finally* a contender, and makes for a refreshing alternative for seasoned gamers and casual footyfans alike.

81

STAR POTENTIAL

TURN THE PAGE FOR THIS SEASON'S VERDICT...

MATCH OF THE DAY

Think console footy's a one horse race? Prepare for a stern kick in the Arsene.

Ah, this is the bit where we wobble on about the intense rivalry… blah, blah… closer than ever… smee, smee… and *Pro Evo* romps home by a country mile. Well, until now…

ANIMATION

Pro Evo's more chaotic – and realistic – with shirt pulling, raised arms and teetering collisions. *FIFA*'s motion-capture looks less robotic and more natural.

FIFA 2003

PRO EVOLUTION 2

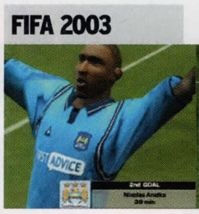
1-1

Animation	Animation

LIKENESSES

FIFA's photo-realistic players range from the immaculate to the incredulous. *Pro Evo*'s are caricatures, but the superior player dimensions and unique 'feel' secure another draw.

FIFA 2003



PRO EVOLUTION 2

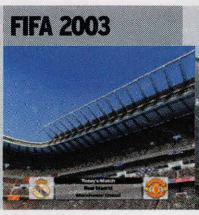
2-2

Animation	Animation
Likenesses	Likenesses

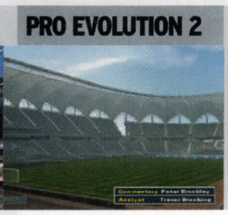
STADIUMS

Pro Evo's stadia are wide-ranging and ably rendered, but without an official licence, they're no match for *FIFA*'s inch-perfect replicas of over 20 real-life grounds.

FIFA 2003



PRO EVOLUTION 2



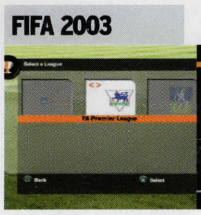
3-2

Animation	Animation
Likenesses	Likenesses
Stadiums	

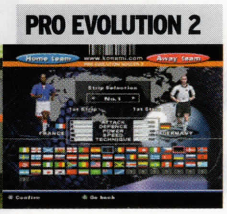
TEAMS

FIFA's extensive licensing secures decal-accurate club strips and precise player rosters. *Pro Evo* has more international teams, despite Man Utd being called Aragon. Another dead heat.

FIFA 2003



PRO EVOLUTION 2



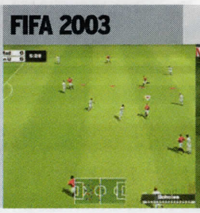
4-3

Animation	Animation
Likenesses	Likenesses
Stadiums	Teams
Teams	

PASSING

Though much improved and debatably more flexible, *FIFA*'s no match for Konami's midfield fulcrum, with its balance of cross field sweeps and smart player movement.

FIFA 2003



PRO EVOLUTION 2

4-4

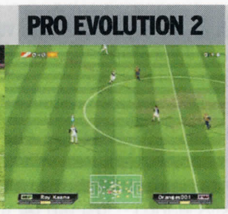
Animation	Animation
Likenesses	Likenesses
Stadiums	Teams
Teams	Passing

SHOOTING

FIFA's more varied than ever, but the occasionally irksome 'pre-wind' system pails in comparison to *Pro Evo*'s cultured selection of volleys, chips, dinks and blasters.

FIFA 2003

PRO EVOLUTION 2



4-5

Animation	Animation
Likenesses	Likenesses
Stadiums	Teams
Teams	Passing
	Shooting

HEADING

Flicks, thumpers and diving headers – Konami's got them nailed in this department. Despite significant improvements – er, the headers actually *work* – *FIFA* falls once again.

FIFA 2003

PRO EVOLUTION 2

4-6

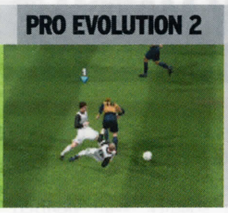
Animation	Animation
Likenesses	Likenesses
Stadiums	Teams
Teams	Passing
	Shooting
	Heading

TACKLING

FIFA's sliding tackles are slightly muddy, while *Pro Evo*'s require lace-perfect precision and timing. All down to the player dimensions, see.

FIFA 2003

PRO EVOLUTION 2



4-7

Animation	Animation
Likenesses	Likenesses
Stadiums	Teams
Teams	Passing
	Shooting
	Heading
	Tackling

SET PIECES

With the exception of the top players, you can't control your free kicks with any degree of accuracy in *Pro Evo*. The new *PGA*-style free kick system in *FIFA* gets our vote.

FIFA 2003

PRO EVOLUTION 2

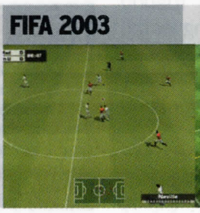
5-7

Animation	Animation
Likenesses	Likenesses
Stadiums	Teams
Teams	Passing
Set Pieces	Shooting
	Heading
	Tackling

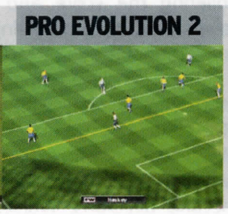
INTELLIGENCE

EA's central defenders part like Lisa Riley's cardigan – while midfielders inexplicably halt. Konami's fellers make shrewd runs and maintain formation.

FIFA 2003



PRO EVOLUTION 2



5-8

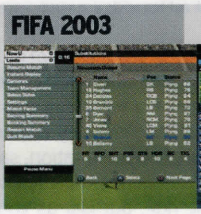
Animation	Animation
Likenesses	Likenesses
Stadiums	Teams
Teams	Passing
Set Pieces	Shooting
	Heading
	Tackling
	Intelligence

> **"NOTHING BEATS SCORING A LATE GOAL WITH A THROUGH BALL IN PRO EVO – APART, MAYBE, FROM DOING SO IN FIFA 2003. DEAD HEAT."**

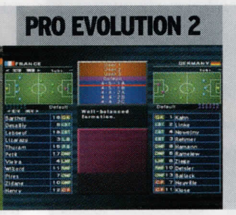
TACTICS

FIFA's tactics are simplified but effective, while opposition teams react to events. Conversely, *Pro Evo* enables micro-unique player adjustments.

FIFA 2003



PRO EVOLUTION 2



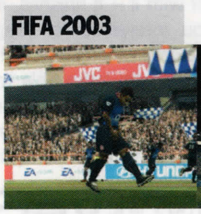
5-9

Animation	Animation
Likenesses	Likenesses
Stadiums	Teams
Teams	Passing
Set Pieces	Shooting
	Heading
	Tackling
	Intelligence
	Tactics

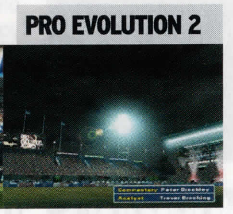
SOUND

Brooking and Brackley share the rapport of Kramer vs Kramer, leaving EA's masterful commentary team to wisecrack, inform and entertain their way to victory. Amazing crowds, too.

FIFA 2003



PRO EVOLUTION 2



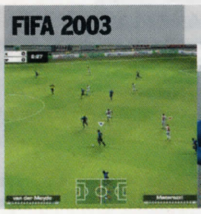
6-9

Animation	Animation
Likenesses	Likenesses
Stadiums	Teams
Teams	Passing
Set Pieces	Shooting
Sound	Heading
	Tackling
	Intelligence
	Tactics

MULTIPLAYER

Pro Evo's debatably the greatest multiplayer game in history – sublimely-balanced and skillful. *FIFA* provides tense top-level competition, but the AI looks creaky.

FIFA 2003



PRO EVOLUTION 2

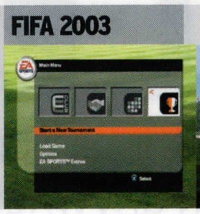
6-10

Animation	Animation
Likenesses	Likenesses
Stadiums	Teams
Teams	Passing
Set Pieces	Shooting
Sound	Heading
	Tackling
	Intelligence
	Tactics
	Multiplayer

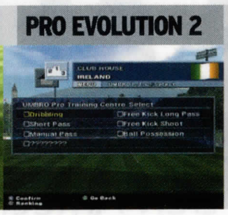
MODES

With the three-tier Master League, Umbro training challenges and cup competitions, Konami's game has single-player longevity sewn in the kit bag.

FIFA 2003



PRO EVOLUTION 2



6-11

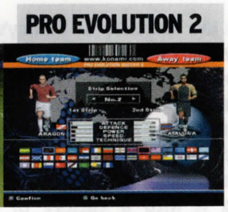
Animation	Animation
Likenesses	Likenesses
Stadiums	Teams
Teams	Passing
Set Pieces	Shooting
Sound	Heading
	Tackling
	Intelligence
	Tactics
	Multiplayer
	Modes

WORST BIT

FIFA's bendy defenders get on your fiddle, but nothing's worse than trawling through *Pro Evo*'s menus, to start a game of Yorkshire vs Highlands featuring Lawson, Kinsella and Ximenes.

FIFA 2003

PRO EVOLUTION 2



7-11

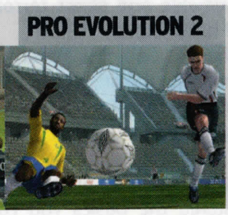
Animation	Animation
Likenesses	Likenesses
Stadiums	Teams
Teams	Passing
Set Pieces	Shooting
Sound	Heading
Worst Bit	Tackling
	Intelligence
	Tactics
	Multiplayer
	Modes

BEST BIT

Nothing beats scoring a late goal with a through ball in *Pro Evo* – apart, maybe, from doing so in *FIFA*, where the woolly feel's offset by atmospherics. Dead heat.

FIFA 2003

PRO EVOLUTION 2



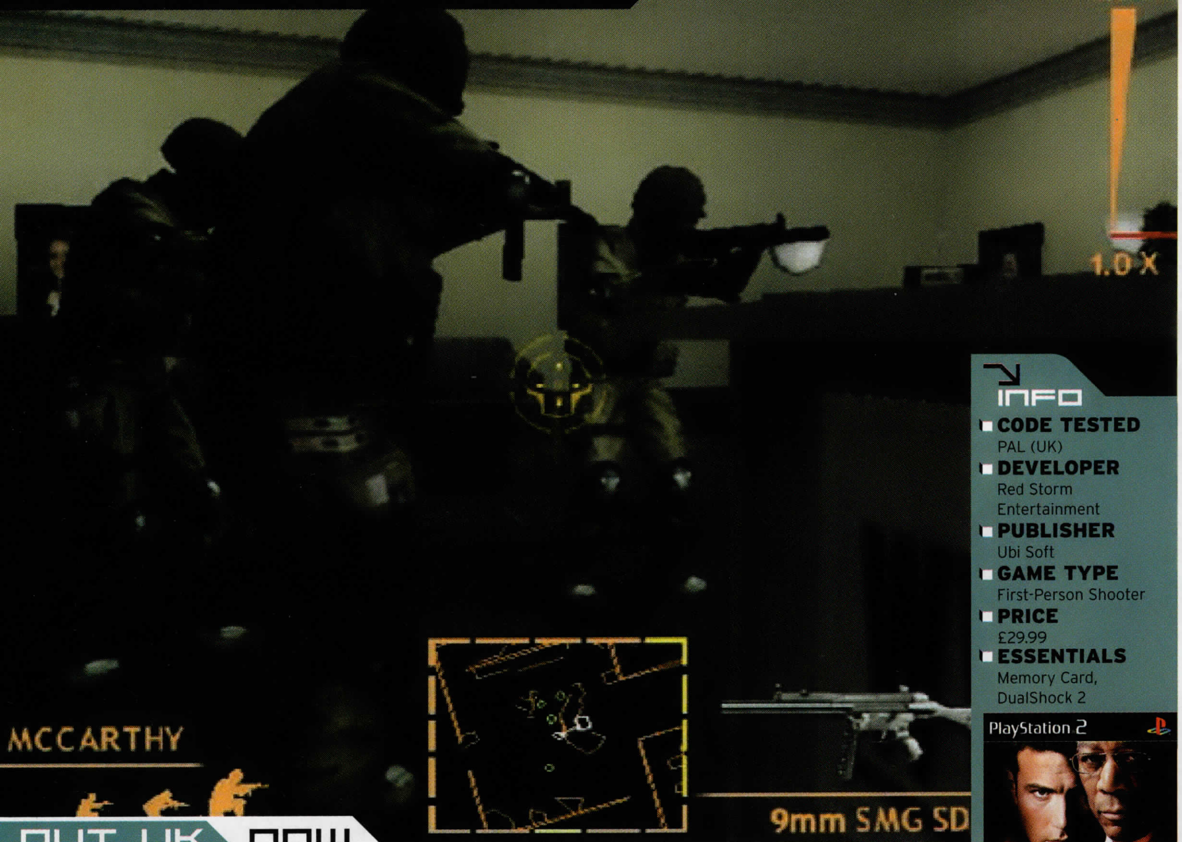
8-12

Animation	Animation
Likenesses	Likenesses
Stadiums	Teams
Teams	Passing
Set Pieces	Shooting
Sound	Heading
Worst Bit	Tackling
Best Bit	Intelligence
	Tactics
	Multiplayer
	Modes
	Best Bit

PSM2 VERDICT

AFTER A STIRLING MIDFIELD SCRAP, PRO EVO 2 DRILLS HOME A LATE WINNER

Once again, Konami triumph in the key areas, but the score doesn't reflect the balance of play. *FIFA* might lack finesse, but – finally – it's strong all over the park. It's a bit like comparing Liverpool to Real Madrid – a strong team with great potential, eclipsed by an established side of ungodly talent. Basically, if you've never bought a PS2 footy title, buy *Pro Evo 2*. If you're rich, buy both. If you already own *Pro Evo*, and you only play it with mates and fancy a change, go for *FIFA 2003*. Don't be blinded by preconceptions. This time, football really is the winner, er, Des.

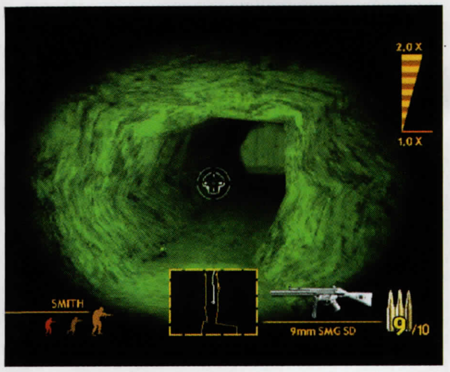


LEWIS
9mm SMG SD
27

IN-FILE-TRATION: It's not all about killing generic bad guys with a silenced weapon. Sometimes you need to pocket some briefs.

SMITH
9mm Pistol SD
15

THREE'S A JOLLY GOOD FELLOW: I like you too, lads, but with enemies all round, now's not the time for a team huddle...



GONE VISION: It's not easy being green. Mind you, it does help pick out terrorists in a moody underground cave complex.

OUT UK NOW

THE SUM OF ALL FEARS

Covert squad operations Clancy-style and no sign of Ben Affleck anywhere.

REVIEWER: Marcus Hawkins

Like the majority of Clancy's work, *The Sum Of All Fears* deals with a global terrorist crisis and, you guessed it, a missing nuclear weapon. To counter this threat, you and a group of the FBI's finest operatives have been assembled to peg it into a variety of enemy strongholds worldwide and shoot terrorists in the head. That'll learn 'em.

This squad-based shooter is initially a pretty intense experience. The training mode takes you through a firing range where you become familiar with machine guns and grenades, as well as learning how to plant charges, pick locks and use night-vision goggles. So far, so Special Forces.

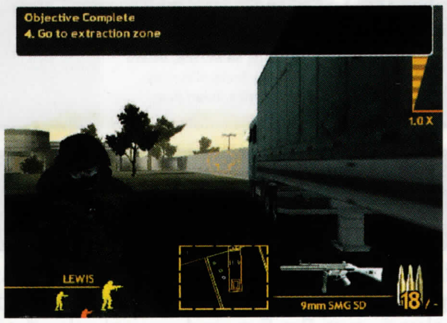
Having mastered the basics you can fling yourself straight into a mission – infiltrating a terrorist-held TV station in West Virginia. Immediately, you realise that success is about following the white line on the HUD. Go the wrong way and you'll be told to get back in position. No free-roaming carnage here.

Keeping an eye on your satellite map gives you all the information you need. The variety of objectives – setting bombs, rescuing hostages, accessing computers, stealing documents – are all achieved using the same action button. The controls – analogue sticks for motion and R1 for firing – are pretty standard and intuitive, although if you're moving at speed there'll be times when you'll find yourself coming to the top of some stairs and getting rammed into a corner, stuck in the middle of your own troopers – who follow you blindly and don't know when to back up.

However, after the first five missions you'll feel like you're repeating the same sequence of events time after time. Whether you're in South Africa or the Middle East, it's usually a case of worming your way into one complex or another and then clearing various rooms before that final goal of assassination, sabotage or info gathering.

It increasingly feels that you're just along for the ride, but just as you're getting a bit cheesed off with it – it finishes. It's just not going to keep you interested for long, unless you set it at maximum difficulty. Which is a shame. If Red Storm had been able to maintain the feeling of playing the first level for longer, the game could have been so much more. **PSM2**

Sum's already limping on to shelves.



Objective Complete
4. Go to extraction zone

HUD'LL BE THE DAY: With so much going on you may not know where to look first. Try not to shoot your team-mate though.

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Red Storm Entertainment
- **PUBLISHER**
  Ubi Soft
- **GAME TYPE**
  First-Person Shooter
- **PRICE**
  £29.99
- **ESSENTIALS**
  Memory Card, DualShock 2

PlayStation 2
THE SUM OF ALL FEARS

DETAILS

- **11 missions.**
- **15 different real-life weapons to choose.**
- **A variety of world locations to explore.**
- **Based on the novel by Tom Clancy.**

INSIGHT

- **Ubi Soft currently owns the rights to all of the Clancy licences, so expect plenty more military action out of them in the future. In fact, the next in the series, *Ghost Recon*, will be sneaking in under the cover of darkness in the coming months.**

NORMAN'S CHOICE

1 **METAL GEAR SOLID 2: SONS OF LIBERTY**
All right, the only squads you face are your enemies but Snake's still the daddy.

2 **SOCOM: US NAVY SEALS**
It's going to blow other shooters out of the water.

3 **THE SUM OF ALL FEARS**
Repetitive, short and unimaginative. But hey! Not *awful*...

PSM2 VERDICT

GAMEPLAY
+ Excitement and realism, for the first few levels.
- Not enough variety in missions.

GRAPHICS
+ Good night-vision effects, good weapons fire.
- We're still killing the same terrorist over and over.

SOUND
+ Effective radio chatter in missions.
- Theatrical score kicks in inappropriately.

LIFESPAN
+ Entertaining for the first couple of levels.
- Just not big enough.

OVERALL
Not the world's best, but certainly no slouch in terms of excitement. A few tweaks early on and a much larger game could have saved this.

SUM LIKE IT NOT

57

OUT UK 22ND NOVEMBER

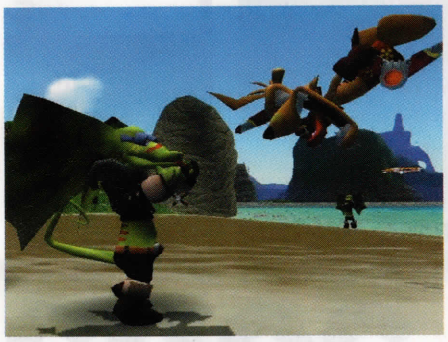
TY THE TASMANIAN TIGER

The species is extinct – but how will it fare against PSM2's 'natural selection'? Oh-ho-ho.

Righto, then. Sing up at the back. Ty! He's a Tasmanian tiger! He bites and he runs and he col-lects things... like eggs and cogs and boom-er-angs, and.... gnarrgh. What's the point, eh? Why try to be enthusiastic when the designers so obviously haven't?

Ty looks like it's been made with the most soulless corporate agenda in the world. Pick a cute furry animal (with Attitude), give him a load of Stuff to collect (kids like collecting Stuff), slap a granny-tricking picture on the box and wait for a moderate amount of money to roll in. There's nothing harshly, glaringly *wrong* with it – none of the technical buffoonery that made us want to snap *Frogger* into programmer-stabbing shards, for instance – but there's nothing *right* with it, either. It keeps you in a sort of daze, teetering between being mindless and patronising. There's nothing to it – collect a trail of things, smash a crate, swap the things for another, bigger thing, hit a switch, splosh through some movement-slowing water. As a way of spending a morning, it's marginally less taxing than sitting in your pants and shouting clever rebuttals at Kilroy.

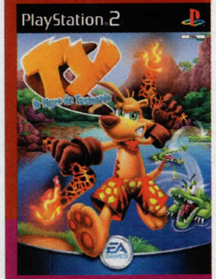
If a game can be innovative and refreshing, brilliant. If it isn't, fine – but come on, make it exciting to play. *Treasure Planet* barely does anything new, but it keeps things chugging along by shifting the pace, throwing puzzles in, and mixing up the skills you need. There's nothing outrageously evil about this game, but no reason in the world why you should buy it, either. **PSM2**



CAN'T HANDLE THE TOOTH: Ty's Diving Bite Attack's a great way of missing enemies and falling off ledges. Use the 'rang.

INFO

- **DEVELOPER**
  Krome Studios
- **PUBLISHER**
  EA
- **GAME TYPE**
  Platformer
- **PRICE**
  £34.99



DETAILS

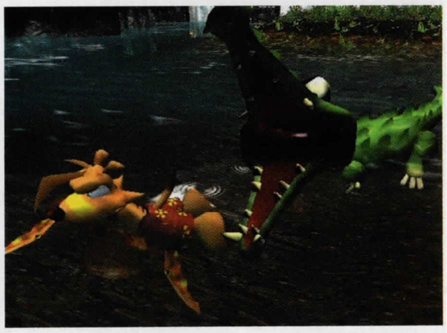
- Running, jumping, swimming *and* gliding? Christ.
- Riding.
- Millions of things for the kids to collect.

OVERALL

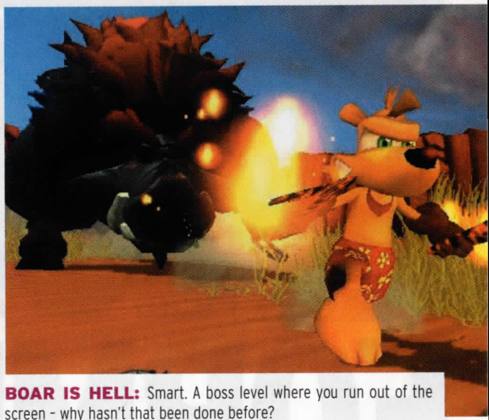
Remember that Simpsons episode with Poochie the dog? Imagine a platformer with him in. Better yet, play this. Even better, don't.

50

DINGO'S KIDNEYS



CROC 'N' DROLL: This won't happen - the crocodiles seem to be even slower than Ty in the water. Just keep jumping.



BOAR IS HELL: Smart. A boss level where you run out of the screen - why hasn't that been done before?

OUT UK 15TH NOVEMBER

MARVEL VS CAPCOM 2

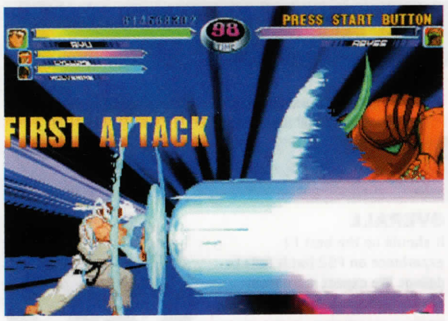
Oh, never mind that for now – who's the best Captain? America or Commando?

Snikty-snikt! Sonic boom! Zombies! Cacti! Great big pirate galleons! Bish! Bosh! Baaash! Ahem. *MVC2* – as we'll call it, cheers – is going to destroy your head. It's *Street Fighter* squared, 2D fighting pinball, a mix of amazing characters, stupidly pyrotechnic specials and comic-book overkill. And that's not the half of it.

To simplify: each team has three members that 'tag' in and out. Each member also chooses an Assist move from categories, like Heal, Throw, Projectile or Ground which they can be called to perform at any time. But it's also possible to *force* tags on the opposing team via the Snap Back moves. Stick in Aerial Rave combos and Variable Counters, and you've got a hyperactive chess game on your hands trying to balance your character's energy bars against their strengths.

Initially, *MVC2*'s rewarding because of the ridiculous Hyper Combos. Later, it's even more so thanks to the satisfaction of landing them against an equally skilled opponent. The action's never less than frenzied, with cheeky effects – like Sonson's strawberry-chomp super and BB Hood's entire repertoire – that you'll feel obliged to try at every opportunity. Capcom's hatstand humour and attention to detail's never looked better.

On the other hand, you might not like it, because it's pixellated, two-dimensional and the music's some sort of dreadful jazz fusion that sounds like a joke. And every 'alternate' costume's horrifyingly unfashionable. Your loss. **PSM2**



HADO YOU DO? OK, so we completed single-player mode on our first go. But then, we've been playing as Ryu forever.

INFO

- **DEVELOPER**
  Capcom
- **PUBLISHER**
  Capcom
- **GAME TYPE**
  Beat-em-up
- **PRICE**
  £34.99

PlayStation 2
MARVEL VS. CAPCOM 2

DETAILS

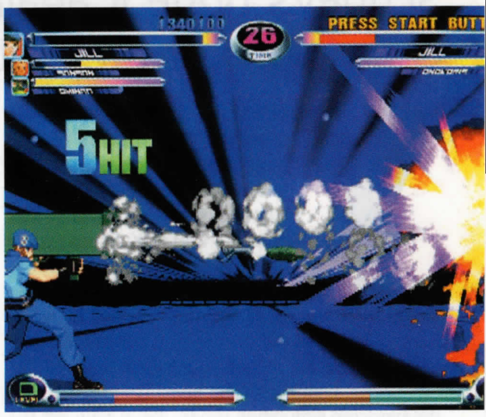
- 50 characters. Gosh.
- At least two hyper combos each.
- Gallery and training modes.

OVERALL

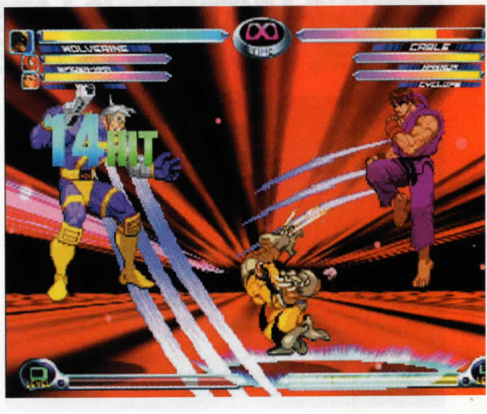
Brilliant fun with a frighteningly deep fighting system. If you've got a beat-em-up obsessed mate, stick another 7% on.

84

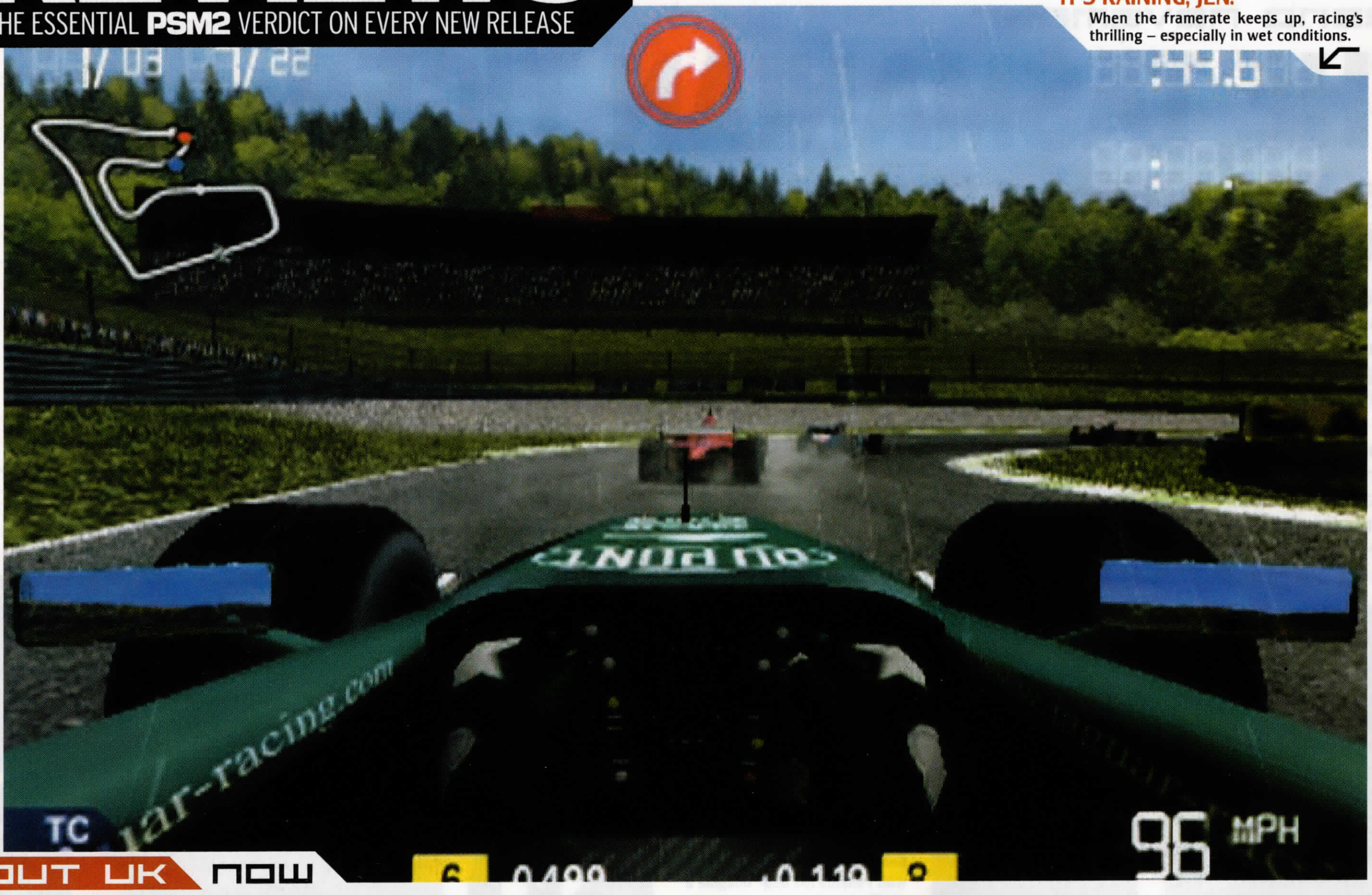
MARVEL-OUS



TRIUMPH OF THE JILL: She's even got an attack where she summons the Tyrant to help, then blasts everyone. And a zombie dog.



ROUTE SNIKTY-SNIKT: Cable's good for his beam attack, but you can't beat Wolvie's Beserker Barrage.



IT'S RAINING, JEN: When the framerate keeps up, racing's thrilling – especially in wet conditions.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Studio Liverpool
- **PUBLISHER** SCEE
- **GAME TYPE** Racing
- **PRICE** £39.99
- **ESSENTIALS** DualShock 2, Steering Wheel, memory card

DETAILS

- You can choose from all the teams and tracks for the 2002 season.
- New arcade mode for easier accessibility.
- Split-screen multiplayer for two, or you can alternate and play with up to four.

OUT UK NOW

FORMULA ONE 2002

Schuey's done it again with ease. Shame this potential champion can't repeat last year's success.

REVIEWER: Adrian Lawton

You've no doubt noticed the score at the bottom of the page, so you'll be wanting to know why *Formula One 2002* isn't as good as SCEE's last effort – right? OK, listen up, it's like this: Studio Liverpool's latest *should*, by rights, be better – it improves on the original in many ways – but it stalls on the grid for one simple, irritating reason: It feels like it isn't finished.

But let's start with the good stuff. Along with the hardcore simulation mode, we've now got the addition of an excellent arcade game that provides for those simply looking for a good thrash around without any of the technical gubbins. Then there's time attack, head-to-head two-player, a 'hotseat' mode (where up to four people take turns to play on a single pad), plus an option to pick a certain race weekend instead of a season, plus the usual 'quick race' option. It's all good stuff and should make this the definitive F1 game.

But, instead, it goes and gets a puncture. See, framerate's absolutely critical for a game that's all about speed, especially with players hungry for a convincing sensation of what it's like to be haring around a track six inches from the floor. Instead, what we get here is frequent slowdown – even when there's few cars on-screen – ruining the illusion instantly. It's just inexcusable on PS2, especially when compared to the blistering pace of games like *Burnout 2*.

There were also loads of niggling glitches in our review version. Such as the way the entire track suddenly disappeared while we sat on the starting grid of the Hungarian Grand Prix, or the complete lack of any engine noise at all during the practice and qualifying sessions in the Simulation mode. And did we mention the time Murray Walker got stuck endlessly repeating, "He's going to have to work hard now!" until our frikkin' ears bled? It's just not on when we're paying 40 quid for a game. Our advice? Get the classic *2001* on Platinum, or invest in a copy of Criterion's thriller instead. **PSM2**

Formula One 2002 is out already.

INSIGHT

- Studio Liverpool has loads of experience in F1 games, going back to 1996, when it was known as Psygnosis.
- Over the years they've got to know F1 teams, such as Williams and Jordan, and this has provided a lot of technical information that gives authenticity to the studio's games.

> **"STUDIO LIVERPOOL'S LATEST SHOULD, BY RIGHTS, BE BETTER, BUT IT FEELS LIKE IT ISN'T FINISHED"**

MONACO LEWINSKY: As ever, Monaco's twisting and turning streets provide one of the sternest tests of your driving ability.

STEER EFFECT: Arcade mode's a nice introduction to this most technical of sports, and it's a challenge in its own right to perfect.

BERNIES CHOICE

1. **FORMULA ONE 2001** Still the best pure F1 game on PS2, and now only £20.
2. **F1 2001** EA offers a new element to the mix, with a challenge mode in addition to the endless lapping.
3. **FORMULA ONE 2002** The most complete package yet, let down by stupid errors that damage the overall experience.

PSM2 VERDICT

GAMEPLAY
+ Accessible enough for beginners, but plenty for the pros too.
- Choppy framerate diminishes the thrills of the sport.

GRAPHICS
+ Generally solid and detailed visuals, slick front-end.
- Glitchy at times. Poor rain effects.

SOUND
+ Unique engine sounds for each car gives a feel of authenticity.
- They don't work half the time...

LIFESPAN
+ If you crank up the realism, it'll last you for months.
- That's if you can put up with the problems for that long.

OVERALL
It should be the best F1 experience on PS2 but it fails to deliver. We expect more from Studio Liverpool. Damn shame.

68

THE PITS

YOU BRING THE TABLE
WOOD
WE BRING THE CHAIRS
"Easily the best and most realistic wrestling game yet" OPS2
"The greatest wrestling game ever" C&VG
Bubba Ray Dudley
Raven
SMACK DOWN!
SHUT YOUR MOUTH
WE BRING THE WHUPPIN, YOU BRING THE ASS!™
PlayStation®2
www.thq.co.uk/wwe
JAKKS Pacific inc.
THQ

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REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

OUT UK 15TH NOVEMBER

WWE SMACKDOWN! SHUT YOUR MOUTH

"WEE-HEE! ROB VAN DAM CAN KICK CHAIRS INTO PEOPLE'S FACES..."

WWE SMACKDOWN! SYM

"GLEAMING SWEATY LOOK"

Buffed, gleaming and ready to rumble – it's the hypertrophic answer to every sports-entertainment fan's dreams.

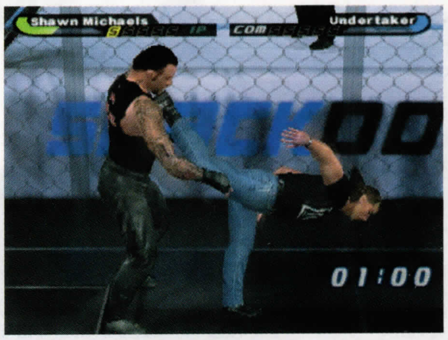
REVIEWER: Joel Snape

Whoa. Stop. Maybe you don't like wrestling. Fine. Are you *really* going to skip four pages of the mag? That's, like, 11 pence wasted. After all, certain members of PSM2 barely tolerate football, but we all love *Pro Evo*. So shouldn't a wrestling game – while it's undeniably going to be loved *most* by people who don't feel ashamed of wearing a Shut The Hell Up T-shirt – be able to broaden its appeal? But how the damnity damn hell would we reviewers cope with that? Glad you asked.

Below are several perspectives on *Smackdown*, covering, hopefully, everyone. Pick which one best reflects you, and make your decision based on that. If you're (say) an Excitable Child who's also a Wrestling Obsessive, simply combine the two. OK? OK. Let's go…

1. THE EXCITABLE CHILD

Wee-hee! Yes, Rob Van Dam can kick chairs into people's faces, and you can put a bin on someone's head, and the audience goes "woo" when you slap someone and Stacy Keibler's character model looks really pretty. Oh, and Booker T 'does' the Spin-A-Roony and there's a (bah) Matrix-y camera effect (or a slightly better quick! camera! shift!) when you 'do' a Smackdown move. Enough of that.

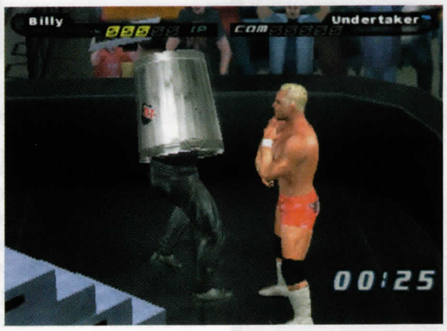


SHAWN TO BE RILED: Upsettingly, he doesn't 'do' the foot-stomp before the Sweet Chin Music. Best wrestler ever, mind.

2. THE WRESTLING FAN

Or Smart Mark, if you like. Firstly, the roster's undergone its standard shift, including (deep breath) Ric Flair, Stacy Keibler, Torrie Wilson, Brock Lesnar, Randy Orton, RVD, the Hurricane, Booker T, Shawn Michaels, Golddust, Billy Kidman and the return of X-Pac. Along with the 'gleaming sweaty look' that's been promised, there's some stunning attention to detail – Chris Jericho in particular has been completely revamped, sporting a new arsenal of dropkicks and slaps to match his new heel persona. But there's still lots to upset you. Like the way the Hell In A Cell's still a comedy affair with all the participants scampering up and falling off the Cell with no apparent impact, rather than a terrifying affair that could end in tragedy. Or, more generally, the lack of 'selling' that mars its excellent features. It's possible, for instance, to remove the turnbuckle padding, and DDT someone onto a chair, but there isn't much point because it won't incapacitate them for longer. Still, there's lots of cleverness to please the keen-eyed fan – like Brock's "hit *me*, would you?" counter, where he takes a punch, bellows like an ox and clotheslines you in the throat. High spots are recreated in detail that no casual gamer's going to care about, like the realistic way people fall off ladders and the fact that you can dangle from a swinging title belt. Crucially, the gauge-building system relies on ▶

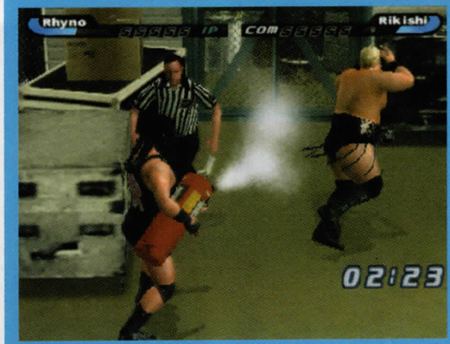
"YOU CAN PUT A BIN ON SOMEONE'S HEAD, AND THE AUDIENCE GOES "WOO" WHEN YOU SLAP SOMEONE"



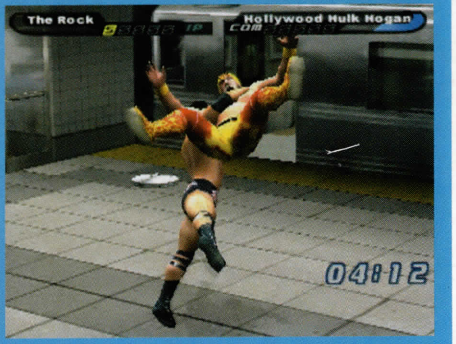
TRASH BANG WALLOP: Unfortunately, you can't leave a bin on someone's head - you just strike a thoughtful post and bash them.

TAKE IT OUTSIDE...

Brilliant! Mirroring '80s gang-war classic The Warriors, it's now possible to pause mid-rumble, scarper for the subway, board a train, leave, then continue the scrap in WWE New York, clattering light fixtures and letting off all the fire extinguishers. If Falls Count Anywhere matches were this chaotic in real life, the rozzers would be called.



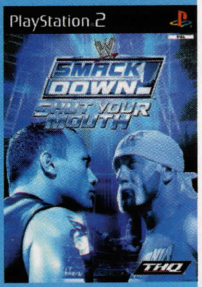
SPRAY YOU, SAY ME: A quick blast with the fire extinguisher's handy for setting up from-the-back moves.



GLEAMING THE TUBE: Yes, you can toss an opponent in front of a train. No, it won't run them over.

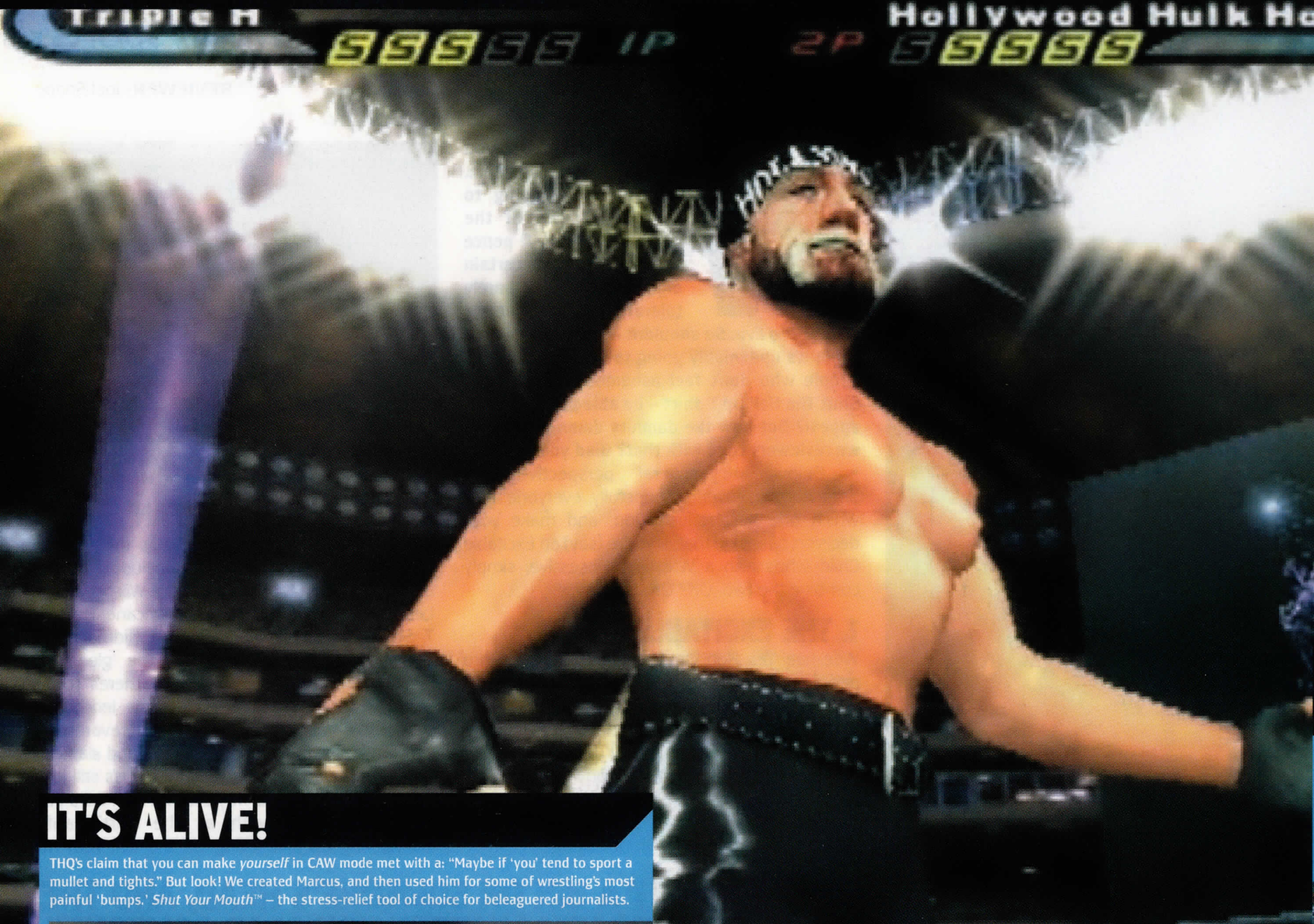
INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Yuke's
- **PUBLISHER**
  THQ
- **GAME TYPE**
  Fighting
- **PRICE**
  £44.99
- **EXTRAS**
  1-6 players, 2 MultiTaps, memory card



DETAILS

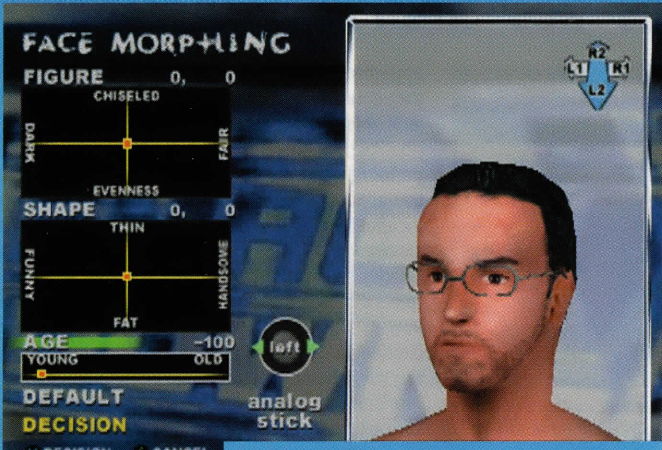
- 60 playable wrestlers.
- 14 PPV events throughout the season.
- 15 backstage areas.
- The greatest character creation utility ever.



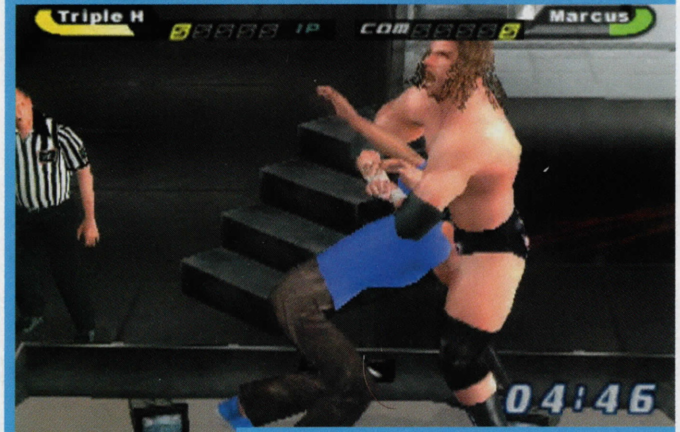
HOGAN'S RUN: The intros are spot on - the Hulkster's even got Hendrix's Voodoo Chile playing in the background.

IT'S ALIVE!

THQ's claim that you can make *yourself* in CAW mode met with a: "Maybe if 'you' tend to sport a mullet and tights." But look! We created Marcus, and then used him for some of wrestling's most painful 'bumps.' *Shut Your Mouth*™ – the stress-relief tool of choice for beleaguered journalists.



FACE WINDU: Behold - it's the dashing young editor of a phenomenally successful PS2 magazine. But wait...



WOOD LIKE TO MEET: No, Triple H! You nearly concussed Kurt Angle with that very same move! You can't... blimey.

IMPACT POINT

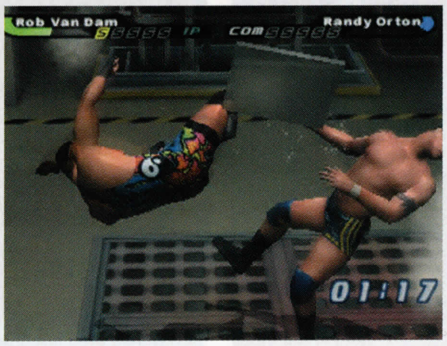
Dangling from the title belt in a six-man tag match while Bubba-Ray hangs on to your feet – possibly the greatest moment in any *Smackdown* game to date.

Jeff Hardy
Kurt Angle
Tajiri
Goldust
00:31

▸ varied offense, so a good match tends to end with a crescendo of high-risk moves.

3. THE WRESTLING OBSESSIVE

Woo! *Smackdown*'s Create A Character system is the greatest ever devised. Added to the plethora of options from last time are thumbnail pictures of items for ease of use, analogue sliding scales for facial 'fatness' or aging, a password system and customisable stances, walks, runs and taunts. It's intuitive, clever and comprehensive. The Story mode's improved, allowing match interference, alliances and dramatic build-ups to genuinely tough matches, like our cheaty Van-Daminator/split-legged moonsault finish against The Undertaker. Less impressively, the commentary – while not as idiotic as *JBI's* – isn't up to much, and is still less impressive than *Warzone* on PSone.



YOU CLANG, M'LUD? Most wrestlers have a tedious run-and-swing move with chairs. RVD goes for something more spectacular.

4. THE MAINSTREAM GAMER

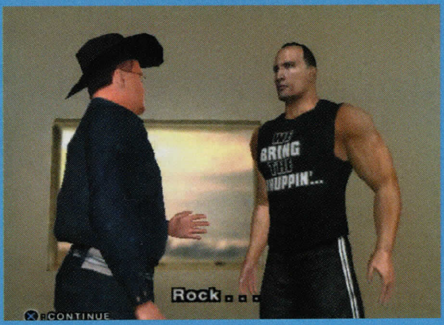
If you haven't got anything specifically *against* wrestling, you keep asking how to do 'The Worm' and you take unwholesome delight from stomping on men's chutneys... then you're probably called Dan. Ah-ha-ha. But seriously, *Smackdown* still isn't *quite* there as a game in its own right. It's entertaining in an undemanding, two-MultiTaps-and-a-crate-of-Grolsch sort of way – but you'd be hard pushed to get more out of it than that. A good TLC or Fatal Fourway's endearingly chaotic, what with the ref nicking your bin lid when you try to cheat, everyone grabbing weapons from under the ring and leaping over the ropes, the new triple teams and the possibility of fighting around the arena. But somehow... no. As a competitive multiplayer (six players at once, if you like) it's slightly too random, and as a solo game there isn't really enough of a difficulty curve.

5. THE BEAT-EM-UP NUTTER

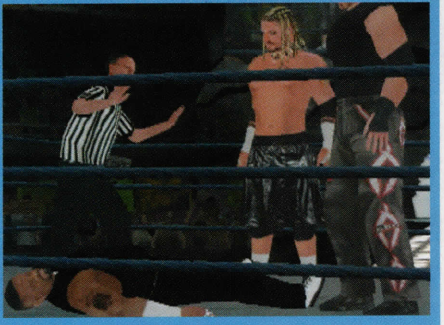
For purists used to wrestlers like Zangief and Armor King, *Smackdown*'s a curiosity. Shorn of combos and stick-twirling specials, scenery-specific fighting's the main draw, with ladder and cage matches keeping things interesting. Even though it's now possible to reverse Smackdown moves, they're still the most reliable way to win, with sledgehammers and chairs rendered a pointless distraction by their lack of impact. Cleverly, it's also possible to 'do' your opponent's move (circa every Rock vs Stone Cold match ever) or beckon in a tag partner for a double team – nice offensive touches. Countering's harder than it was

SEASON WELL, SERVE

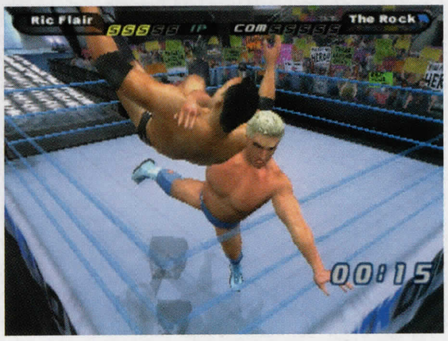
Sweep all thoughts of *JBI's* season mode under an oversized brain-rug – *SYM's* is much better, with alliances and stables to form, people to chat to who can influence your career, and a genuine 'path' to follow to the top. Pay-per-views and 'real' WWE events all play an integral part in your career as well, though it's a shame that there aren't slightly more repercussions for persistently harassing a certain wrestler.



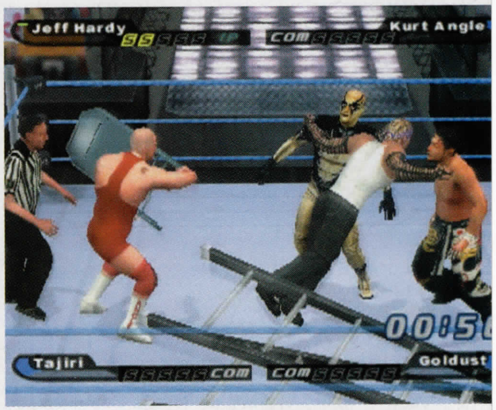
ROSS OF CONTROL: Occasionally you're presented with fairly pointless 'decisions' that decide which title you're going for.



REF AND DUMB: And you can pick a post-match 'ending', like stomping your fallen opponents or grumbling off up the ramp.



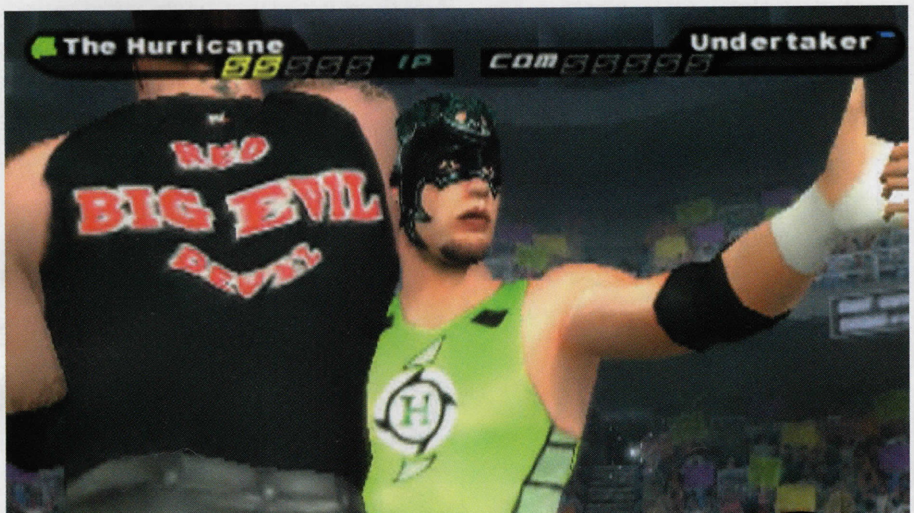
SAY YOU'LL BE FLAIR: Get two Smackdown icons, and you can do your opponent's finisher instead of your own by pressing L1 and L2.



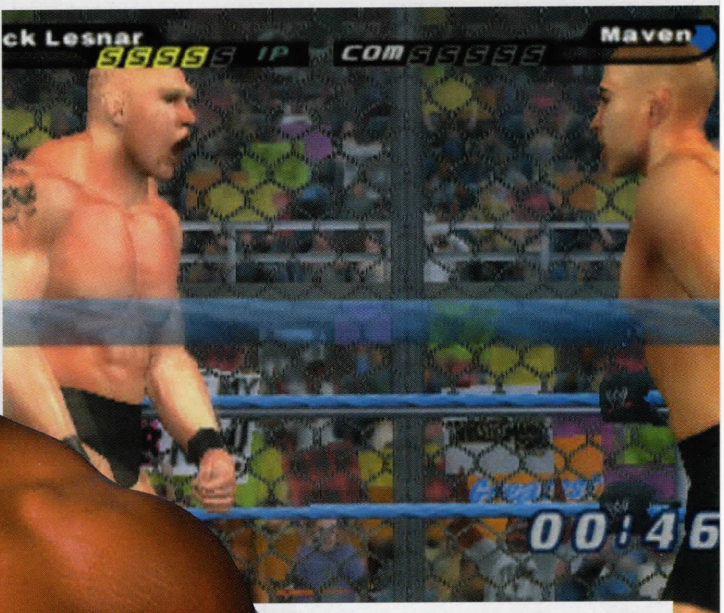
TAG OF TRICKS: Cleverly, there's a double-clothesline counter to attempted tag moves. And a baldy Kurt Angle.

INSIGHT

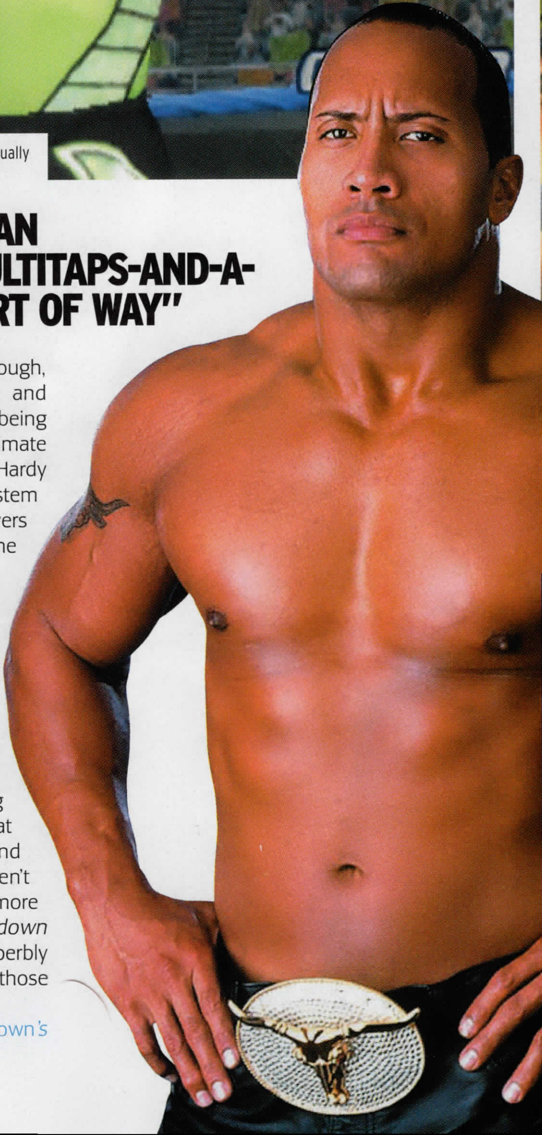
- Prior to becoming a wrestler, Hulk Hogan studied business administration and music in south Florida. We couldn't make it up.
- Rob Van Dam co-stars in the upcoming Black Mask 2 as a bloke called Claw who fights wild animals for a laugh.
- He's also the originator of the Van Dam Lift, a registered weight-lifting pose that involves doing the splits. Ouch.



CHOKING APART: Except that, in the game, he can actually pull this move off against the Undertaker. Heroic.



BROCK THE CASBAH: An "Ooh, you shouldn't have done that" counter. See the facial expressions?



"IT'S ENTERTAINING IN AN UNDEMANDING TWO-MULTITAPS-AND-A-CRATE-OF-GROLSCH SORT OF WAY"

in *Just Bring It*, which helps. Annoyingly, though, the collisions between table, cell, ramp and scenery still ruin the illusion of reality by being utterly rubbish. Is it *really* that difficult to animate moves on the ring perimeter without Jeff Hardy skating across thin air? If so, simplify the system – Know Your Role only let you do piledrivers and powerbombs on tables, but at least the animations looked solid.

6. THE WRESTLING HATER

Why are you reading this, anyway? Clot.

Consider this: WWE's losing viewers, yet instead of improving the quality of their matches, they rely on gimmicks like fake gay weddings or, ahem, 'hot lesbian action' to pull in the viewers. *Smackdown*'s doing the same. Yuke's keep sprucing up the sweat dynamics, improving hair articulation and adding more bin lids, but they haven't addressed more serious problems. With a more robust injury/momentum system, *Smackdown* would appeal to everyone – as is, it's a superbly detailed game that'll only be appreciated by those who care about the sport. **PSM2**

Everyone from 1-5 take note: Smackdown's bringing it in the middle of November.

SHIRLEY'S CHOICE

1. **WWE SMACKDOWN! SHUT YOUR MOUTH**
   Not the leap it should've been - again - but still great for wrestling fans.
2. **WWF SMACKDOWN! JUST BRING IT**
   Predictable enough - but, hey, it's cheap.
3. **LEGENDS OF WRESTLING**
   Interesting take on the grappling system, and buckets of blood. And points for high-spots. Yay.

PSM2 VERDICT

GAMEPLAY
+ Varied play's rewarded, making for interesting matches.
- Still not coherent enough for beat-em-up purists.

GRAPHICS
+ Amazing facial detail. And that 'gleaming sweat' is impressive.
- Glitches a-go-go whenever you get near a raised surface.

SOUND
+ The crowd chants "We want tables!" Excellent.
- The commentary's still cack.

LIFESPAN
+ Great if you like creating wrestlers, decent for the Story mode.
- Not that competitive if you don't like wrestling.

OVERALL
Astounding for fans, adequate for everyone else – with more attention to the gameplay, *Smackdown*'d have a real chance at the title.

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PUMPED UP

PlayStation 2
FORMULA ONE 2002
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Other lifestyles pale in comparison.
PlayStation.2
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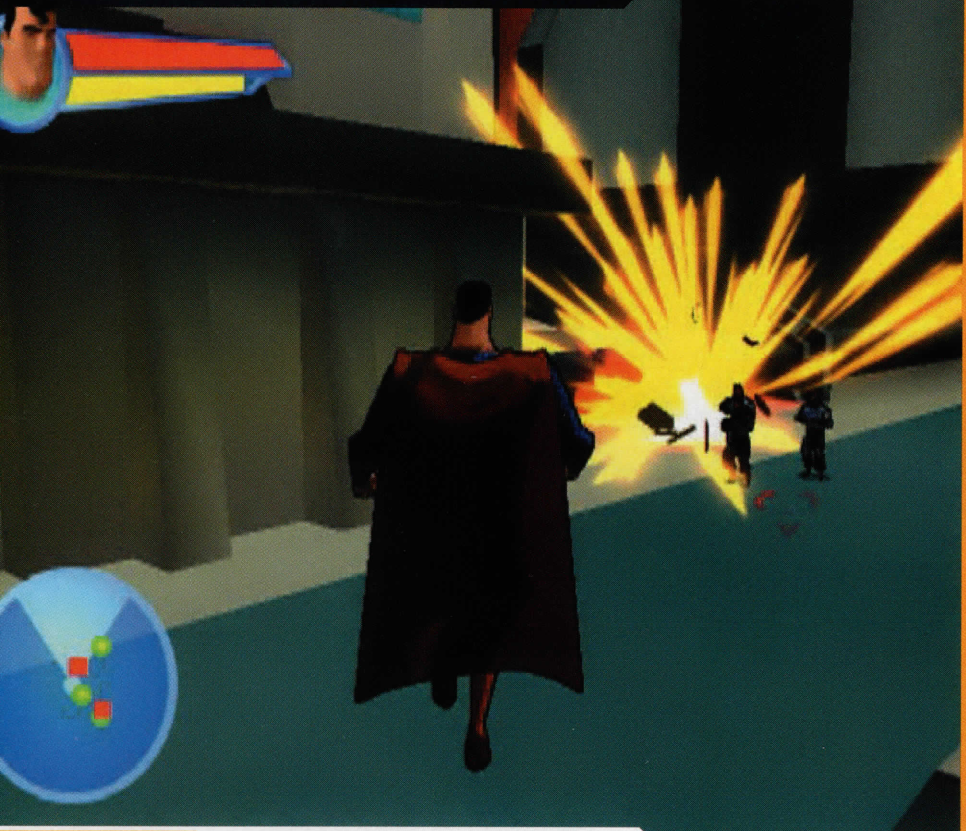
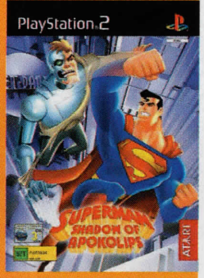
THE ELATI○N PLACE
THE P□WER PLACE
THE THIRD PLACE



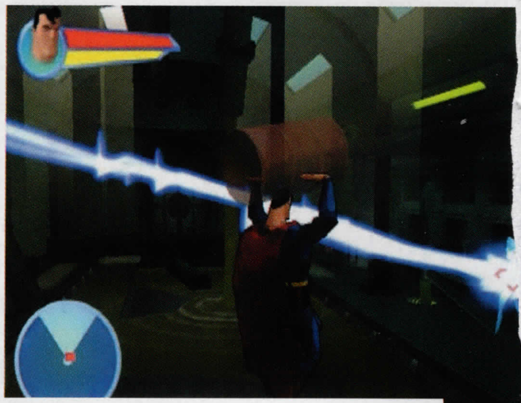
INFO

CODE TESTED
PAL (UK)
DEVELOPER
Infogrames Sheffield
PUBLISHER
Atari
GAME TYPE
Action adventure
PRICE
£39.99
ESSENTIALS
1-Player, DualShock 2, Memory card

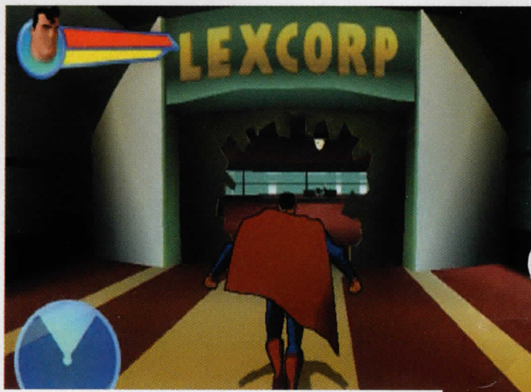


DETAILS

- 15 levels.
- The ability to play from first and third-person perspective.
- 40 minutes of cinematics.
- Brilliant voice acting by the original cast of the animated series.
- A sweeping orchestral score.
- Lots of super powers.



INSANE IN THE DRAIN: Bosses are a nice break from endless robots - but they're dealt with in a fairly similar manner.



LET'S TALK ABOUT X: ...ray vision, that is. Normally, it's used to ferret out bad guys before smashing innocent walls in.

OUT UK 15TH NOVEMBER

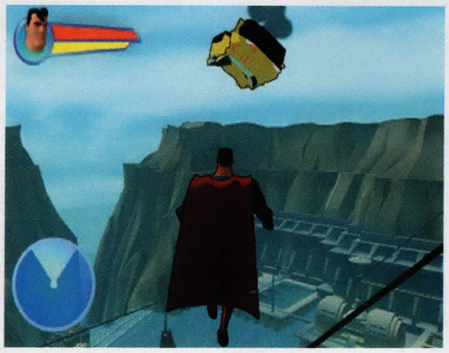
SUPERMAN
SHADOW OF APOKOLIPS

Look! Up in the sky! There! It's a cloud that looks like a lovely rabbit. But anyway…

REVIEWER: Joel Snape

Never work with superheroes. Oh, it's tempting – Spider-Man made shedloads of cash, you've got a ready-made (gnggh) demographic – but stop. Think. How're you going to cope with all those superpowers? What about those things – merrily glossed over in comic form – that become glaring inconsistencies in the logic of a game? What about the fact that you can't include *anything* that might upset parents? Hmm?

So. *Superman*. They've tried, bless 'em. There's a flight system, cleverly incorporating the right analogue and strafe buttons. There's X-ray vision – although obviously, it only works on those very specific sections of the level that you need to see through. There's a handy smash-into-things-and-cause-a-shockwave feature that's easily *the* best way of winning any fight. There's heat-vision, freezing breath, super-speed, picking things up and hoiking them at bad guys – but it just doesn't make *sense*.



FLY FREEDOM: Certain missions require clanging into airborne objects at super-speed - where the lock-on doesn't help much.

Hostages, for instance. Superman's fairly difficult to injure, so rescuing mere mortals is often given priority. Except that, naturally, you can't punch them, any more than you can drop them out of the sky. You can't fly underwater, even though the second level's set in an enormous hydroelectric dam. You can only smash *certain* walls, only pick up *certain* objects, only freeze *certain* things – tch. The bad guys – because Superman can't be expected to shatter muggers' jaws with his Kryptonian mitts – tend to be hordes of robots. With the Superman roster of villains, it's a shame more of them don't pop up.

Clunky controls don't help. Occasionally, Superman decides that he'll loop the loop instead of diving, or refuse to put a hostage down, or refuse to pick a wayward bus *up*. Worse, we've a sneaking suspicion that Sheffield House have noticed this and overcompensated by recharging Superman's energy at an alarming rate. It's virtually impossible to die, because you can always fly off and get a bit of energy back. Which, presumably, is similar to what the real Superman does. How about this – get the frickin' controls right, and then you can chuck all the Kryptonite bullets you like, because we're good at dodging that sort of thing. Slightly tougher are the Clark Kent stealth levels, where you're restricted from using your flight powers – clever, see? **PSM2**

Is it a bird? Is it a… hmm, not entirely sure, actually. It'll be here this month, at any rate.

"OCCASIONALLY, SUPERMAN DECIDES THAT HE'LL LOOP THE LOOP INSTEAD OF DIVING"

INSIGHT

- Tank Girl fans rejoice – Malcolm McDowell and Lori Petty have finally been reunited as the voices of villains Kanto and Metallo.

LUTHER'S CHOICE

1 **SPIDER-MAN**
Lazy in places, but still a sterling job of implementing a vast array of powers in an intuitive way.

2 **SUPERMAN**
Great hero, tedious series, and fairly average game.

3 **BATMAN VENGEANCE**
It's Batman! Except he can only Batarang certain things and he jumps like a cow. See what we're talking about?

PSM2 VERDICT

GAMEPLAY
+ The 'faster than a speeding bullet' effect's nice.
- Bashing endless robots gets mechanically repetitive.

GRAPHICS
+ Nice cutscenes. And, erm, the environments are quite big.
- The cel-shading style looks a bit flat, and isn't cartoon-smooth.

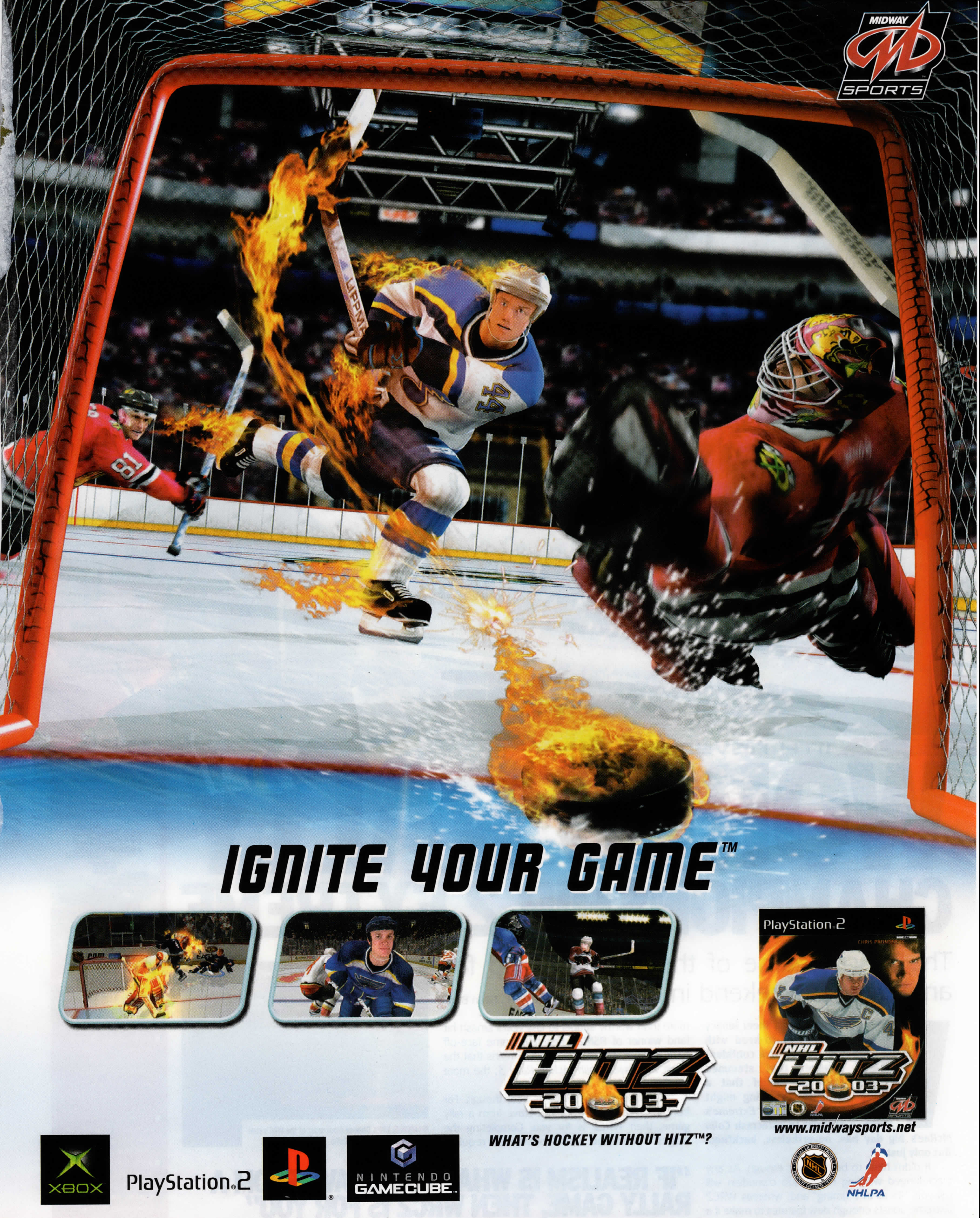
SOUND
+ Well, it's got some Superman-ish inspirational music.
- "Help, Superman!" "Thanks, Superman!" Gnnf.

LIFESPAN
+ Well, the wonky flying prolongs hostage-rescue…
- About seven hours for anyone with opposable thumbs.

OVERALL
Not horrendous, but a myriad of tiny flaws don't do anything to convince us that this average game isn't a complete cash-in.

48

CRAPTONITE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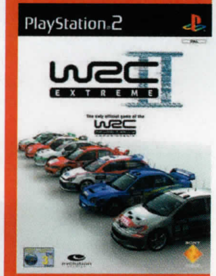
INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Evolution Studios
- **PUBLISHER**
  SCEE
- **GAME TYPE**
  Racing
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-4 players, DualShock 2, Memory card, Speedster TM2, Driving Force USB Wheel



DETAILS

- Over 800km of track, broken down into 115 stages set across 14 countries.
- Seven cars, including a Peugeot 206, Ford Focus, Mitsubishi Lancer Evo, Subaru Imprezza, Skoda Octavia, Hyundai Accent and Citroën Xsara.
- All the real drivers and co-drivers – apart from 'the Scottish one' of course…
- WRC, Quick Race, Time Trial, Head To Head, Custom Championship, Custom Rally and WRC Challenges modes.

OUT UK 11TH NOVEMBER

WORLD RALLY CHAMPIONSHIP 2 EXTREME

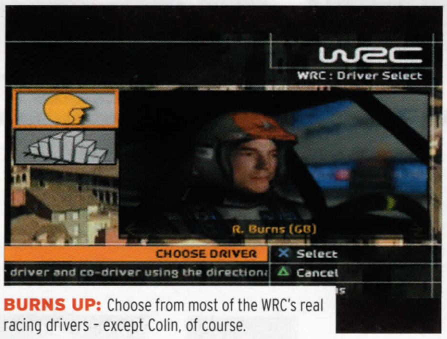
The official game of the WRC revs up for another wet weekend in Finland.

REVIEWER: Ryan Butt

Whether it was sheer lunacy to go head-to-head with the master, or a confident swagger that stemmed from the belief that a genuine upstaging might just occur, *WRC2 Extreme*'s attempt to gatecrash *Colin McRae*'s big day has, nevertheless, backfired. But only just.

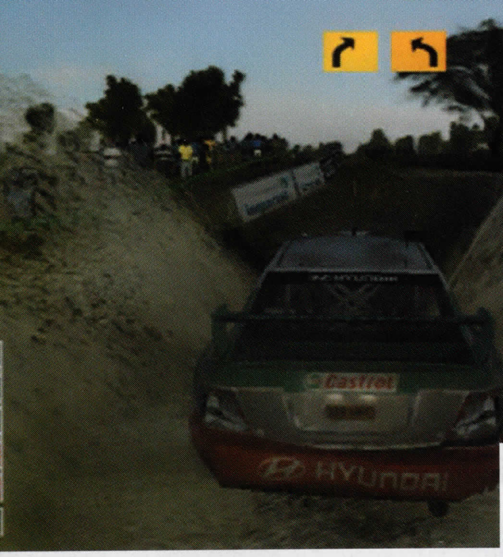
It didn't have to be this way, though. As any black-lunged working man's club comedian will tell you, "It's all in t' timing" and, whereas *WRC2 Extreme* boasts enough new features to make it a more than worthy sequel to last year's smash hit (and winner of PSM2's first rally game face-off back in issue 24), the sorry fact remains that the more we played *Colin McRae Rally 3*, the more we disliked this.

That's not to say *WRC2* is bad, though. Far from it. If realism is what you crave from a rally game, then *WRC2* is for you. Completing the stages within the time constraints requires

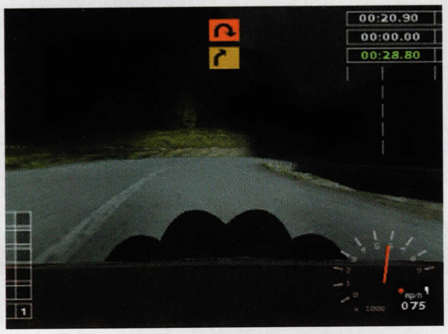


BURNS UP: Choose from most of the WRC's real racing drivers - except Colin, of course.

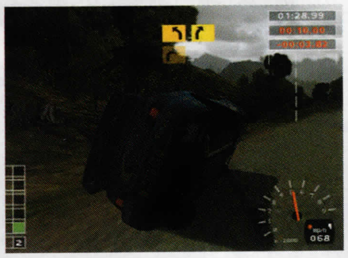
"IF REALISM IS WHAT YOU CRAVE FROM A RALLY GAME, THEN WRC2 IS FOR YOU"



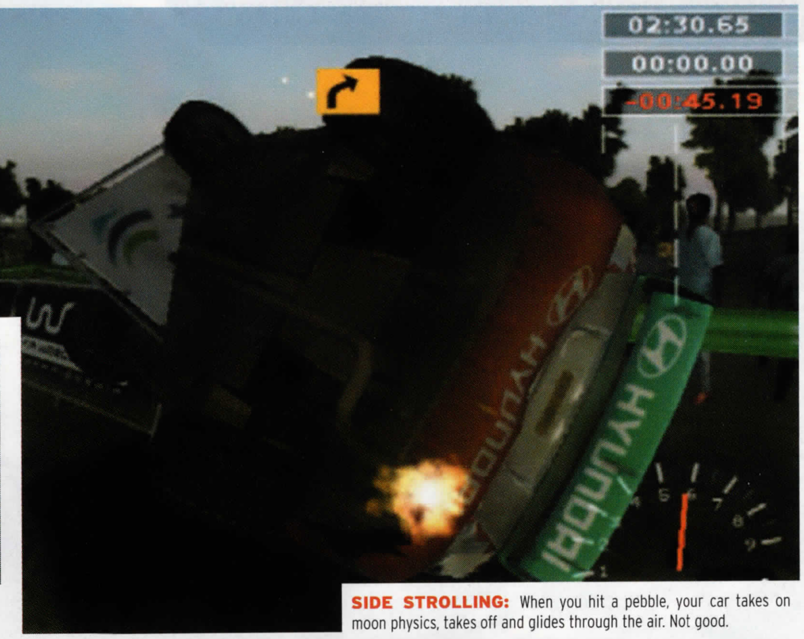
FIFTY SPLASHES: Showering the static crowd with muddy water is more satisfying than winning the stage. Fact.



NIGHT SLIDER: The lighting effects in the night stages, when scenery is illuminated in your headlamps, are simply superb.



ROLL RAGE: Hitting an obstacle, flipping out and cartwheeling is an all-too common occurrence.



SIDE STROLLING: When you hit a pebble, your car takes on moon physics, takes off and glides through the air. Not good.

extreme caution that mixes short bursts of speed on the straights to slowing to a crawl on the bends. All well and good, but if you fancy taking a few risks by applying more speed in an attempt to powerslide around the hairpins then the immediate punishment is akin to being slashed across the knuckles by a metal ruler. Really opening your engine up on the straights will result in your car skimming across the road surface, making it near impossible to steer, and rolling into a ravine a certainty. Oh well, less fun, more migraine-inducing concentration then.

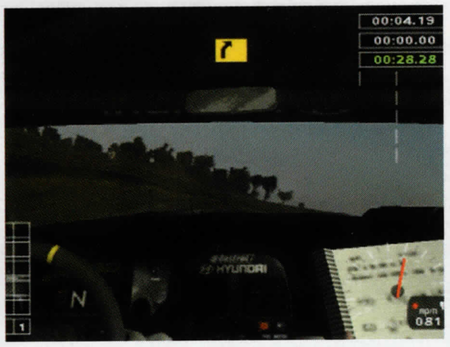
Your quest to race the perfect run isn't helped much by your co-driver either. Although for the most part his directions are delivered with lightning efficiency, there are times when he'll casually mention a tight, narrowing hairpin just as you're steaming round the apex. It's also a pity how his Stephen Hawking-esque tones don't so much as convey an audible quiver as you roll down a rock face. Instead of saying something like, "Right, drop me off here, bitch!" he continues to calmly issue orders for the road ahead. Strange.

"OF BOTH GAMES, WRC2 DELIVERS THE MEATIEST ARRAY OF GAME MODES"

Of both games, *WRC2* delivers the meatiest array of game modes. Aside from the WRC, which obviously provides the main meat of the meal, there are various practice runs and time trials to race in order to get accustomed to the cars and tracks, two custom modes to set up your ideal rally and championship structure, plus the return of the WRC Challenge mode, whereby you race well and get awarded a code, which is then inputted on the website to see how your driving fares against other drivers.

With a closely fought contest like this, though, the two rally heavyweights must be judged, first and foremost, on how much enjoyment you get out of playing them – which is where *WRC2* trails, pebble-dashed in *CMR3*'s wake. The upshot is that *WRC2* is much more the thinking man's rally game. A game where you value your car and personal safety as much as shaving a second off your run times. As such, it will undoubtedly appeal to the more sophisticated *Gran Turismo* fan, but for sheer pick-up-and-play enjoyment you'll be left sobbing into your airbag. **PSM2**

Speeding your way on 11th November.



NOTEY BOY: The in-car view shows your hands grappling with the wheel and your co-driver flapping his notes around.

INSIGHT

One category we chose to omit from our head-to-head (pg76) was comedy mis-hears. There were moments in both games when the co-driver remarks on what's up ahead and you are unsure if you hear him right. In *CMR3* it's, "Jump over crest, baby!" (um, 'maybe') and in *WRC2* it's, "Caution right, bitch!" (that'd be ditch). Remember: this is just for fun...

PSM2 VERDICT

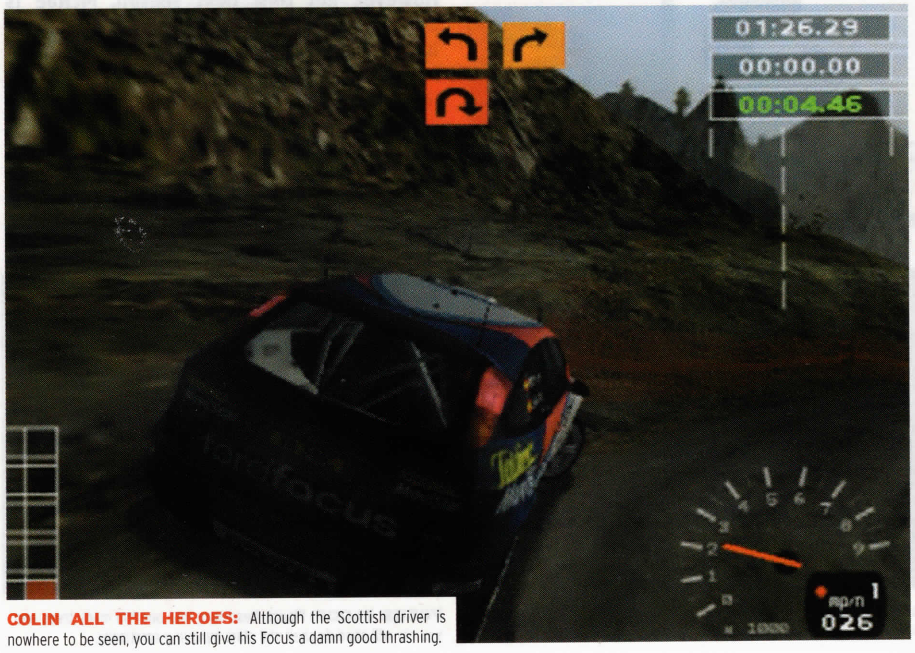
OVERALL

Although absorbing, *WRC2* never generates the same basic levels of enjoyment as its main rival. One for true enthusiasts and no-one else.

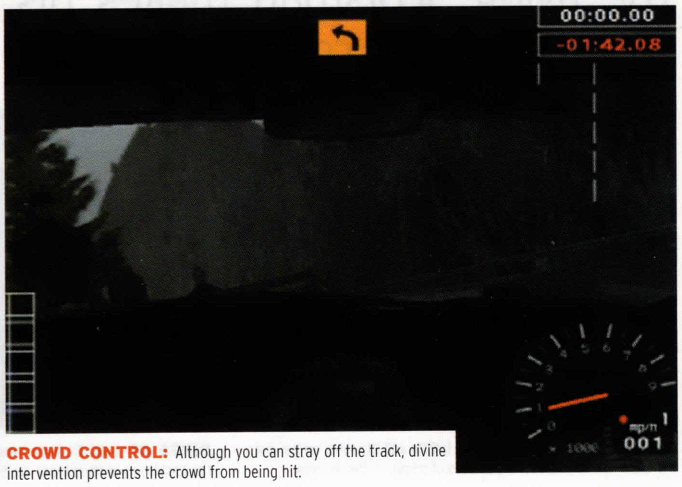
85

ON A ROLL

TURN THE PAGE FOR THE COLIN MCRAE 3 REVIEW AND HEAD-TO-HEAD



COLIN ALL THE HEROES: Although the Scottish driver is nowhere to be seen, you can still give his Focus a damn good thrashing.



CROWD CONTROL: Although you can stray off the track, divine intervention prevents the crowd from being hit.

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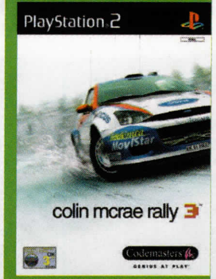
COLIN MCRAE RALLY 3

The flying Scotsman makes his PS2 debut amid a cloud of controversy.

REVIEWER: Ryan Butt

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Codemasters
- **PUBLISHER**
  Codemasters
- **GAME TYPE**
  Racing
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-2 players, DualShock 2, Memory card, Speedster TM2, Driving Force USB Wheel

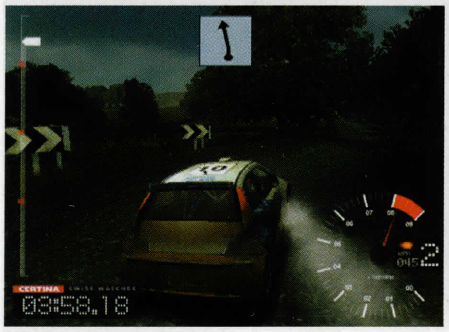


DETAILS

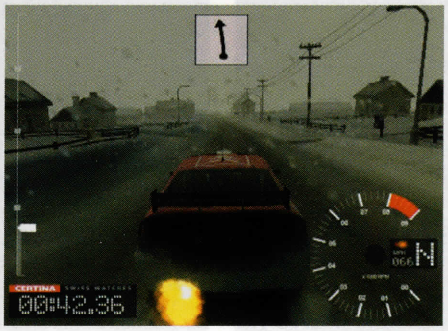
- The only game that allows you to race as Colin McRae with the Ford Rallye Sport Team.
- A total of 56 stages set across eight different countries.
- 18 licensed cars including Ford Focus, Mitsubishi Lancer Evo VII, Citroën Xsara, Subaru Imprezza, MG ZR, Ford Puma and the Fiat Punto.
- Two modes of play – Championship and Stages.

OK, McRae's long-awaited PS2 debut is a triumph – let's get that out of the way straight away – but it's also the unfortunate victim of perhaps the most calamitous marketing cock-up in videogame history. For starters, like *WRC2*, it arrives at the arse-end of the rally season – but that's almost forgivable given the quality. However, get this: next season, McRae is defecting to Citroën, which makes this game bang out of date, well, right about now.

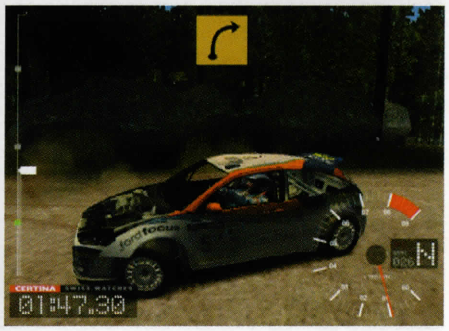
But hey, enough negativity already, it's time to get low down and dirty with the nitty gritty and establish exactly why *Colin McRae Rally 3* is the narrow victor in this most closely fought of gaming contests. Without a gleaming WRC license, this game can't boast the same authentic rally calendar as its officially endorsed rival, so the



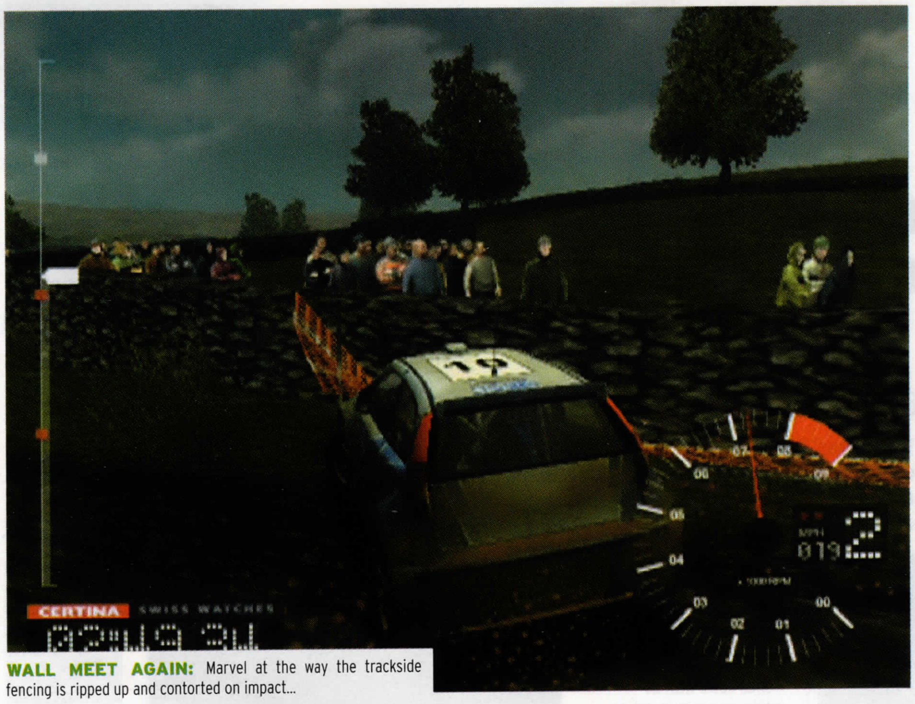
SMOKE SCREAM: Corner too tightly and the tyres squeal over the track surface, unleashing plumes of smoke in the process.



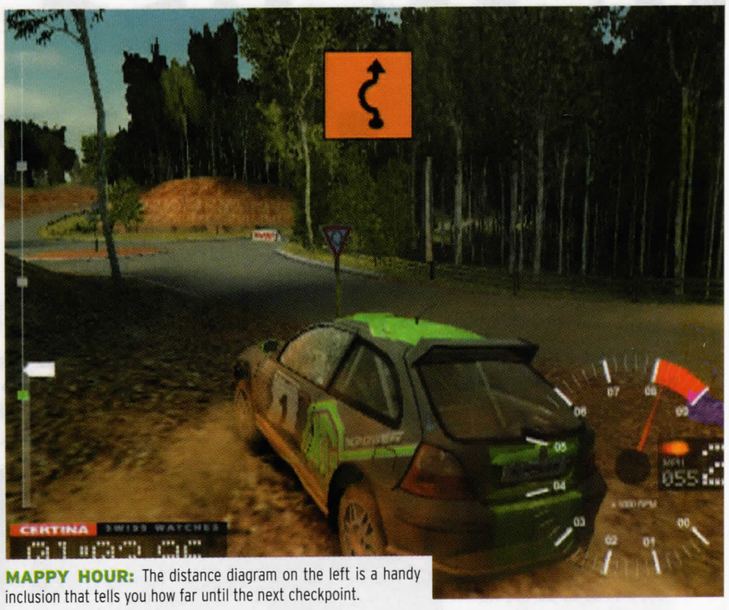
PIPES OF PACE: Made famous by last-generation rally games, the backfiring exhaust pipes are back with a vengeance.



FOCUS BLOOP: Plough head-long into one too many trees and you car will shed its shell and start behaving erratically.



WALL MEET AGAIN: Marvel at the way the trackside fencing is ripped up and contorted on impact...



MAPPY HOUR: The distance diagram on the left is a handy inclusion that tells you how far until the next checkpoint.

number of hosting countries has been slashed to eight (with the USA now included) and the stage count is also distinctly anorexic in comparison to *WRC2*'s. However, what *CMR3* does present is a dashboard-gripping pick-up-and-play drama of intense velocity and fine attention to detail.

The game's focus (if you'll pardon the pun) on no-nonsense rally action is underlined from the off, with only two modes present on the main menu. Championship is your ticket to race as the flying Scotsman, whereas the Ford Rallye Sport Team and Stages allows you to race on any stage with any car (there's 18 in total). Naturally, the chance to *be* Colin McRae provides the main draw, and your Championship journey begins in the Ford service area where co-driver Nicky Grist is supping on a cup of char while the grease monkeys get under the bonnet of your Focus.

> **"A DASHBOARD-GRIPPING PICK-UP-AND-PLAY DRAMA OF INTENSE VELOCITY"**

Codemasters aim to get you deeply involved in the behind-the-scenes shenanigans – although you *can* sit back and let the mechanics tune up your motor, you can also roll up your sleeves and get stuck in yourself – which is the first area where this game excels over *WRC2*. Believe us, if you're the sort of person who reads Haynes manuals on the bog, then you're going go nuts over the presentation and features of the Car Set-up mode – seven different aspects of your vehicle can be adjusted, while further components are unlocked during the season.

It's only when the starting line vanishes amid a dusty haze in your rear-view mirror that the true calibre of the game hits you. You'll instantly acknowledge that it has a fabulous racing feel, with sturdy, satisfying handling to suit all styles.

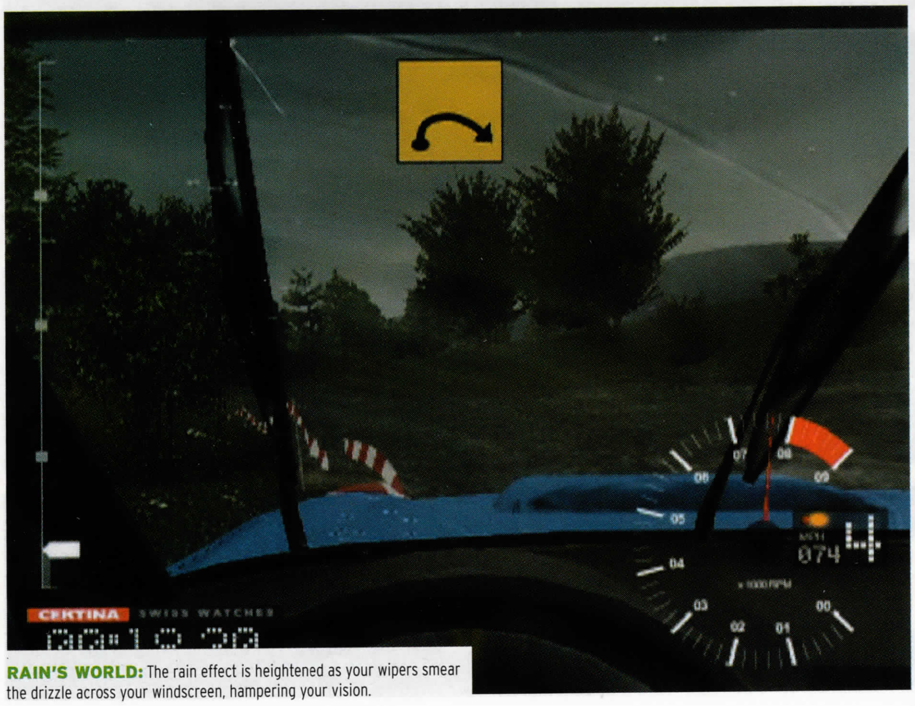
Astute petrol-heads will instantly get to grips with it by utilising the more sim-like technique of short, sharp bursts of speed and plenty of braking on the bends as favoured by *WRC2*.

Likewise, the game will also welcome the more casual *Ridge Racer* driver with open arms by allowing a similar sense of accomplishment to be felt by powersliding around every hairpin with scant regard for the brake button. In short, it allows you to take the risks that *WRC2* forbids and, provided your reflexes are equal to the task, enables you a fighting chance of pulling them off.

The look of the game is effective as well. The crash damage system sees your bodywork shred as you race, and the courses pan out way beyond the dirt tracks, meaning you can get lost in a forest rather than bounce off an invisible boundary and resume your run with barely a second dropped.

Sure, *WRC2* has got all the authentic stages, but you'll have more fun playing *CMR3*. As well as being staggeringly realistic, *CMR3* never forgets that it's just a game, and the aloofness of *WRC2* will undoubtedly drive many behind the wheel of this gripping and intense marvel. **PSM2**

Colin McRae is burning into shops right now.



RAIN'S WORLD: The rain effect is heightened as your wipers smear the drizzle across your windscreen, hampering your vision.

INSIGHT

- It's possible to get cheat codes for the game by phoning a number highlighted in the 'Cheats' menu in Options and stating the secret access code that's contained within. We guess you won't know the full extent of the cost, though, until your postie delivers one of those nasty brown envelopes.

PSM2 VERDICT

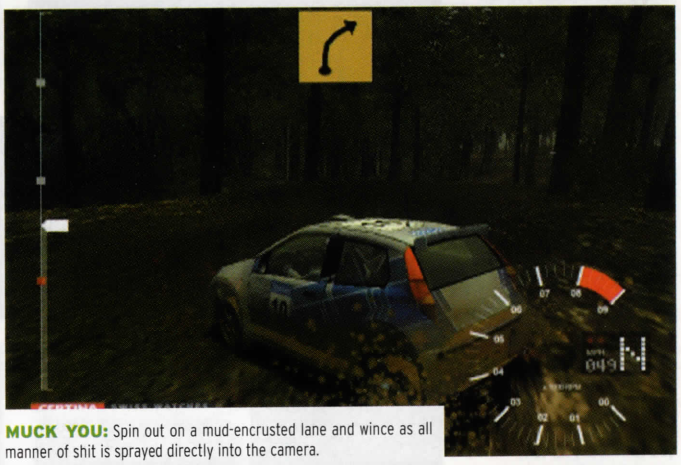
OVERALL

So the timing of the release stinks, but due to sheer enjoyment you'll be spinning out on this long after McRae is pelting around Perth.

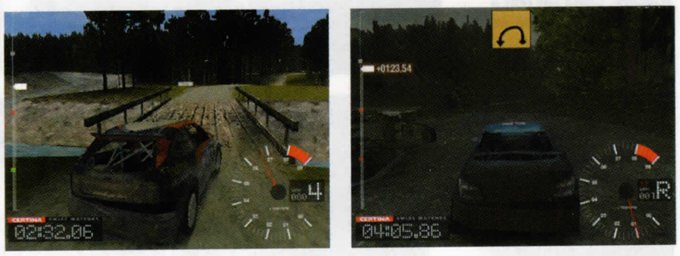
88

FLYING

TURN THE PAGE TO FIND OUT WHICH FILTH RIDE'S FOR YOU...



MUCK YOU: Spin out on a mud-encrusted lane and wince as all manner of shit is sprayed directly into the camera.



DRIVE BOMBER: Mud cakes your car's flapping bodywork, windows explode and, if you drive especially bad, wheels fly off and overtake you on those descents. Just listen to your co-driver, eh?

RALLY OF THE KINGS

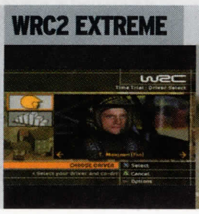
It's one man versus the whole establishment in the ultimate rally showdown!

It's the hottest contest since Blur versus Oasis, Posh versus Bextor and, erm, TPT versus Blackburn. Admittedly, it probably won't make The News at Ten, but if you've got 40 squid and need the ultimate rally fix, then you need to know which of these two heavyweights is the one for you. Forget all that have come before – it all boils down to these two. So with stopclocks at the ready, *World Rally Championship 2 Extreme* and *Colin McRae Rally 3* prepare to tackle the taxing, winding track of intense PSM2 scrutiny...

LICENCE

Codemasters' cash has secured the rights to use McRae's likeness and team, but with *WRC2* you get everything else – a better return for Sony's buck.

WRC2 EXTREME



COLIN MCRAE 3

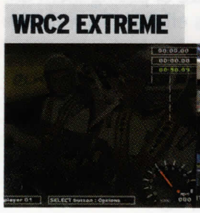
1-0

Licence	

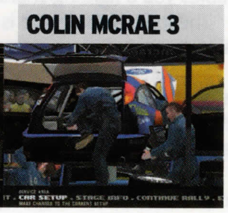
PRESENTATION

Few modes make it easier to navigate through *CMR3*, and the arcade approach is more stylish than *WRC2's* menus – which are clearly made by someone other than Kazunori Yamauchi.

WRC2 EXTREME



COLIN MCRAE 3



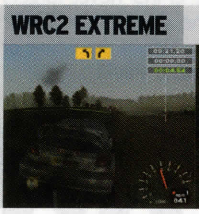
1-1

Licence	Presentation

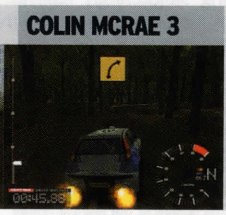
SPEED

CMR3 seems more naturally paced whereas with *WRC2*, Evolution have hiked up the speed. Speed isn't *always* king, so *CMR3* wins it for realism.

WRC2 EXTREME



COLIN MCRAE 3



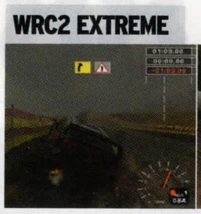
1-2

Licence	Presentation
	Speed

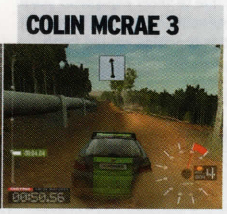
CARS

Both games feature cars tried and tested on the rally circuit. But whereas you can dictate your car and driver in the WRC2 Championship, in *CMR3* you're restricted to racing as McRae in a Focus.

WRC2 EXTREME



COLIN MCRAE 3



2-2

Licence	Presentation
Cars	Speed

TRACKS

WRC2 pithes over *McRae* from a great height on this one. More countries, more stages and more diverse terrain. We especially liked the mountain ascents.

WRC2 EXTREME

2002 RALLYE MONTE-CARLO 2002

COLIN MCRAE 3

USA RALLY
USA . JAPAN . SWEDEN . AUSTRALIA . FINLAND

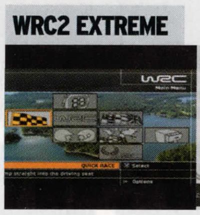
3-2

Licence	Presentation
Cars	Speed
Tracks	

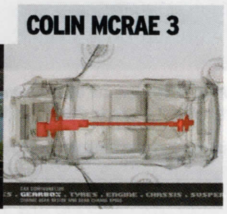
MODES

WRC2 features six modes, including two which allow you to create your rally schedule. *CMR3* has only a linear Championship mode, and the slightly more free range Stages mode.

WRC2 EXTREME



COLIN MCRAE 3



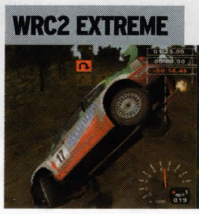
4-2

Licence	Presentation
Cars	Speed
Tracks	
Modes	

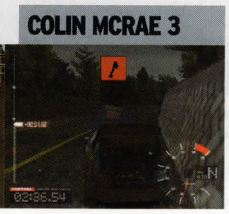
DAMAGE

Credit to *WRC2* for at least bothering to incorporate some, but *CMR3* wins hands down with its performance-hampering bodywork contortions and fence-destroying ability.

WRC2 EXTREME



COLIN MCRAE 3



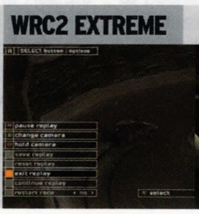
4-3

Licence	Presentation
Cars	Speed
Tracks	Damage
Modes	

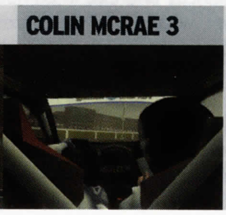
REPLAYS

Both sets allow you to replay your runs from a multitude of angles. But *WRC2* loses out because it makes you access a menu just to quit out of them. *Sigh...*

WRC2 EXTREME



COLIN MCRAE 3



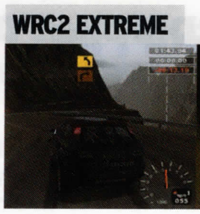
4-4

Licence	Presentation
Cars	Speed
Tracks	Damage
Modes	Replays

HANDLING

We much preferred *CMR3's* approach, where you can throw your car around bends and feel the surface resistance under your tyres rather than the 'skatey' physics of *WRC2*.

WRC2 EXTREME



COLIN MCRAE 3

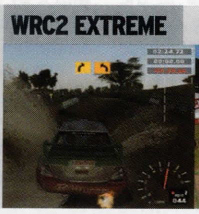
4-5

Licence	Presentation
Cars	Speed
Tracks	Damage
Modes	Replays
	Handling

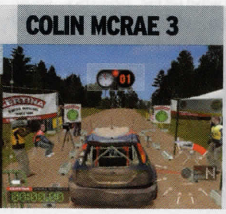
GRAPHICS

The draw distances have been improved in *WRC2*, but *CMR3* is still the outright winner due to its fine trackside textures, more realistic weather effects and overall sheen.

WRC2 EXTREME



COLIN MCRAE 3



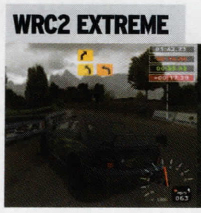
4-6

Licence	Presentation
Cars	Speed
Tracks	Damage
Modes	Replays
	Handling
	Graphics

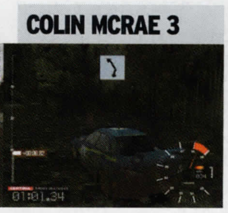
SOUND

CMR3 can't compete against the amazing sound effects from your overworked Imprezza in *WRC2*. Sony cleans up music-wise, too, thanks to a couple of Chemical Brothers' tracks.

WRC2 EXTREME



COLIN MCRAE 3



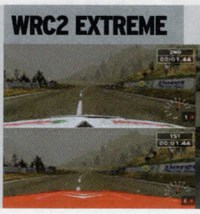
5-6

Licence	Presentation
Cars	Speed
Tracks	Damage
Modes	Replays
Sound	Handling
	Graphics

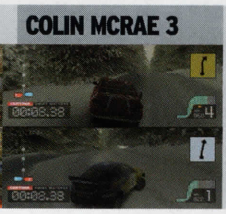
MULTIPLAYER

Sadly, *CMR3* is only a two-player, whereas *WRC2* is now a four-player. Sure, playing with a four-way split-screen isn't ideal, but it's still there, should you want it.

WRC2 EXTREME

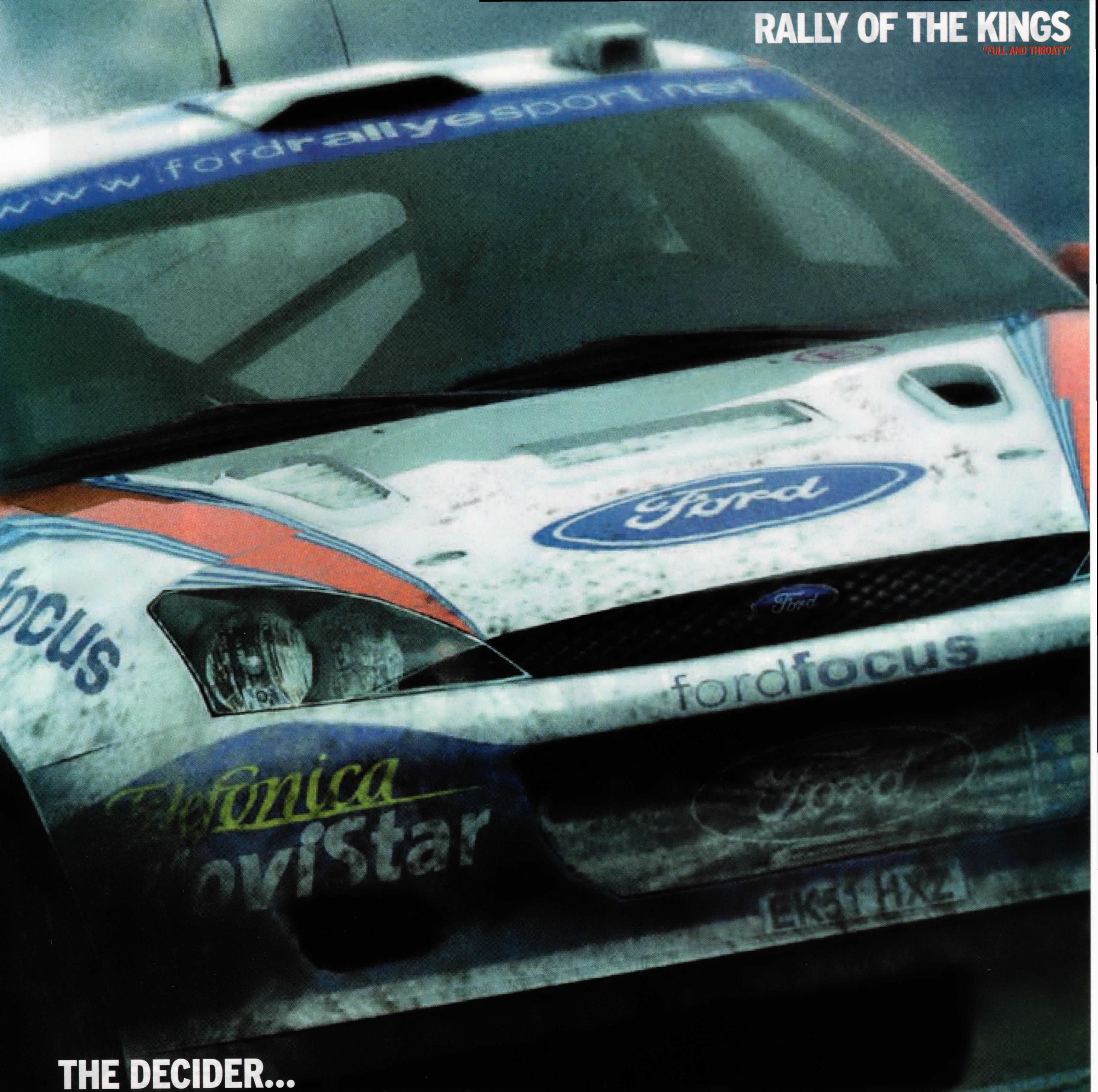


COLIN MCRAE 3



6-6

Licence	Presentation
Cars	Speed
Tracks	Damage
Modes	Replays
Sound	Handling
Multiplayer	Graphics



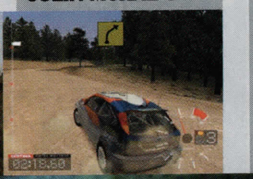
THE DECIDER...

GAMEPLAY

Ultimately, *CMR3* is much more accessible and enjoyable for everyone. *WRC2* just seems to want to cater for the experts. We have a winner!

WRC2 EXTREME

COLIN MCRAE 3



6-7

Licence
Cars
Tracks
Modes
Sound
Multiplayer

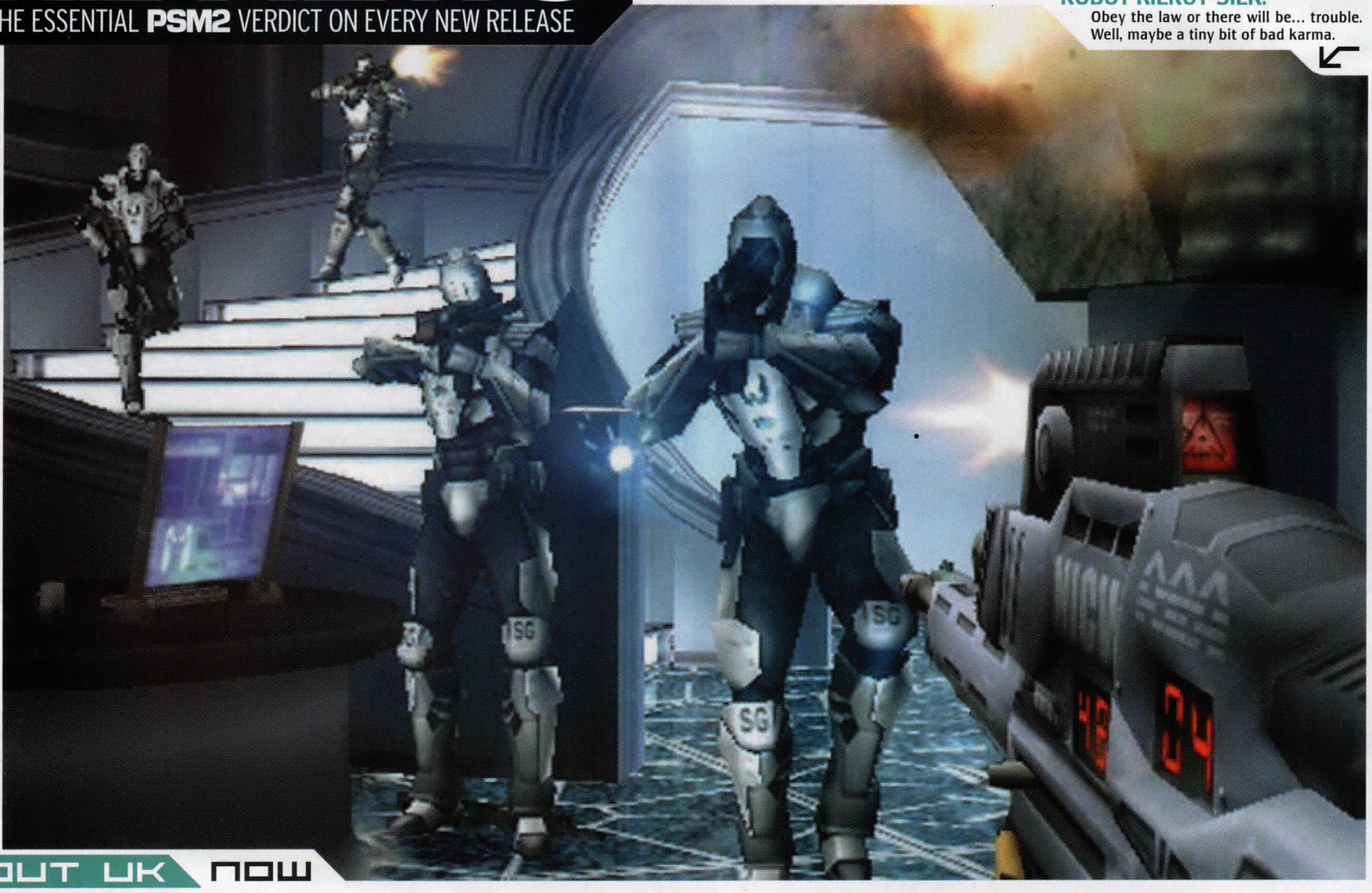
Presentation
Speed
Damage
Replays
Handling
Graphics
Gameplay

"CMR3 WINS HANDS DOWN WITH ITS PERFORMANCE-HAMPERING BODYWORK CONTORTIONS AND FENCE-DESTROYING ABILITY"

PSM2 VERDICT

THE BABE WITH THE BUBBLY MAKES A BEELINE FOR THE WEE SCOTS FELLA!

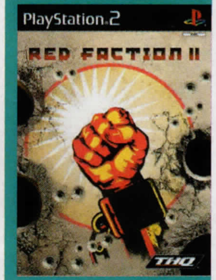
Close, huh? Although *WRC2* has a right to feel hard-done-by after putting in such a sterling performance, for sheer adrenaline-pumping action coupled with satisfying handling and a lavish attention to detail, we reckon that *Colin McRae 3* is the game most worthy of your wad. But hey, you could always sell one of your kidneys and get both, right? Or possibly just buy *Colin* and put the rest towards *GTA: Vice City*. Yes, that's better.



ROBOT KILROY-SILK: Obey the law or there will be... trouble. Well, maybe a tiny bit of bad karma.

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Volition
- **PUBLISHER**
  THQ
- **GAME TYPE**
  First-person shooter
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-4 Players, DualShock 2, Memory card, MultiTap, Keyboard, Mouse



DETAILS

- The ability to blast holes through walls.
- Multiple endings based on karma.
- 40 multiplayer maps to explore.
- Driveable vehicles.

OUT UK NOW

RED FACTION 2

Break out the old rocket launcher and try some urban remodelling in THQ's explosive sequel.

REVIEWER: Martin Kitts

Karma is a good thing to have, right? It doesn't figure much in the videogame world though, admittedly, and we didn't realise it had anything to do with *Red Faction 2* either until – after spending many hours merrily dismembering soldiers and citizens alike – we realised we were doomed to see the game's 'evil' ending.

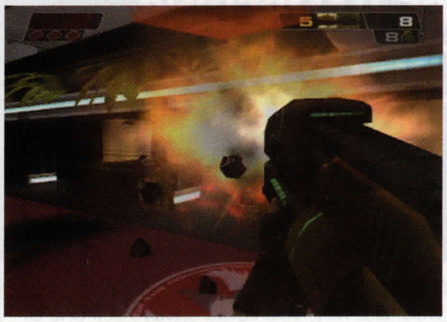
As you play through this frantic shooter, you see, your PS2 keeps a mental note of the balance between your heroic deeds and those occasional 'accidents' that tend to happen when you're dealing with high explosives, confined spaces and itchy trigger fingers. A smart touch.

It's a bit of a departure from the original *Red Faction*, with more of a Blade Runner feel to the locations and a touch of Paul Verhoeven about the comical voice-overs. The ability to blast chunks out of the scenery has been played down after the disappointment of the first game's limitations, but the sequel actually does it much better than last time. While you can't destroy *everything*, leaving only a pile of smouldering rubble where a level used to be, you can knock holes in enough walls and floors to make it an exciting backdrop to a battle. Sadly its gameplay value is still very limited – you can blast through thick concrete but not a chickenwire fence, for example.

But the weapons are great and there's always loads going on. The game can handle tons of enemies, all your computer-controlled buddies, plus huge explosions that throw up masonry dust, in some impressively large environments – and it does it with barely any slowdown. Another noteworthy point is that if you can't get to grips with the game's slick joypad controls, you can just plug in a USB computer keyboard and mouse and play it like you would on a PC.

The first-person action is broken up by on-rails shooting sections and driveable vehicles, and there's the usual selection of multiplayer modes. We didn't expect much from *Red Faction 2*, but it's turned out to be a classy addition to PS2's library of FPS titles. Now that's good karma. **PSM2**

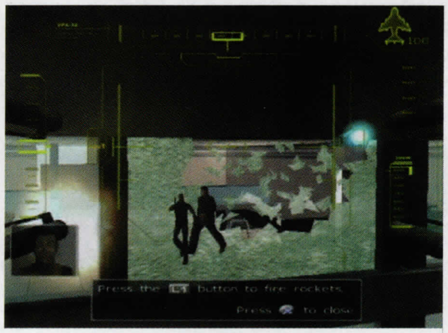
Red Faction 2 is already out now.



ALL GUN AND DUSTED: This gun turns scenery and enemies alike into small, barely recognisable chunks of rubbish, which is nice.

INSIGHT

- **Lead character Alias and his mates are bio-enhanced super soldiers, which explains why they don't topple over through the sheer weight of the bullets they absorb.**



Press the L1 button to fire rockets.
Press ✕ to close

GLASS ROOTS: See how the glass breaks from the exact point you sprayed it with 20,000 bullets. A magical moment.

SHOOTER'S CHOICE

1. **TIMESPLITTERS 2**
   A multiplayer orgy of guns and monkeys, and our highest scoring FPS ever.
2. **HITMAN 2**
   Stealthier than its predecessor, but as violent as you want it to be.
3. **RED FACTION 2**
   Just because it's third doesn't mean it's third-rate: *Faction* is an enjoyable shooter unfortunately surrounded by top-class competition.

PSM2 VERDICT

GAMEPLAY
+ A million and one things to blow to bits.
- Many objects are indestructible.

GRAPHICS
+ Excellent locations with plenty of action.
- Some generic character design.

SOUND
+ Amusingly ridiculous shouts and comments.
- Annoyingly ridiculous shouts and comments.

LIFESPAN
+ Multiplayer modes and multiple endings.
- You might grow tired of the relentless pace.

OVERALL
An enjoyably brainless, highly destructive romp. It doesn't offer anything new, but it does do everything well.

85

EXPLOSIVE

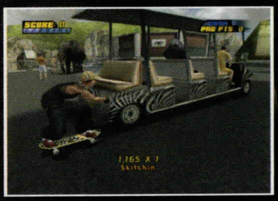
"absoloute perfection"
PSM 2

TONY HAWK'S PRO SKATER™ 4

DROP IN TO THE ULTIMATE SKATEBOARDING CHALLENGE!

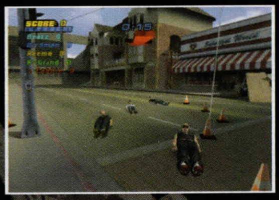
YOUR CAREER IS WHAT YOU MAKE OF IT...

Tony Hawk's Pro Skater™4 is the ultimate challenge. Pros challenge you to make your mark in huge free-roaming levels, taking on 190 progressively harder goals with no time limits to hold you back. Decide when you're ready to take on your Pro Challenge and move into the pro ranks, where it's a whole new game. Build your skills, earn respect, and show that you've got what it takes to Go Pro...

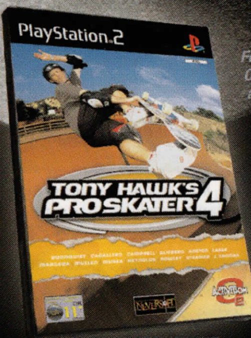


All new tricks - skitch behind cars, skate on moving objects, and transfer over spines.

14 of the world's top pros challenge you to prove your skills.



*New multiplayer and online modes including Score Challenge and Capture the Flag!**



Featuring songs by N.W.A., Offspring, and System of a Down.

Official Strategy Guide available from Brady Games.

** Online play exclusive to PlayStation®2 computer entertainment system.*

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XBOX

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Vicarious Visions™

Compatible with Playstation® game console and compatible with Playstation® 2 computer entertainment system.

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PlayStation® 2 computer entertainment system screenshots shown.

ACTIVISION O2
SPORTS REVOLUTION™
activision02.com

INFO

- **CODE TESTED** NTSC (US)
- **DEVELOPER** Insomniac
- **PUBLISHER** SCEE
- **GAME TYPE** Platformer
- **PRICE** £39.99

ESSENTIALS 1 Player, DualShock 2, Memory card

PlayStation 2
Ratchet & Clank

DETAILS

- 16 different planets.
- 35 weapons and gadgets to break the levels wide.
- The opportunity to play as both Ratchet and Clank.
- Huge replay value: the more gadgets you own, the greater your ability to explore previous levels. Plus, the added incentive of hidden sections and golden bolt special pick-ups.
- The ability to customise your 'quick select' item menu.
- Acquire skill points to unlock hidden extras.

OUT UK 8TH NOVEMBER

RATCHET & CLANK

Aww nuts, aww bolts... Forget the predictable collectables, there's nothing to touch this one.

REVIEWER: Jonnie Bryant

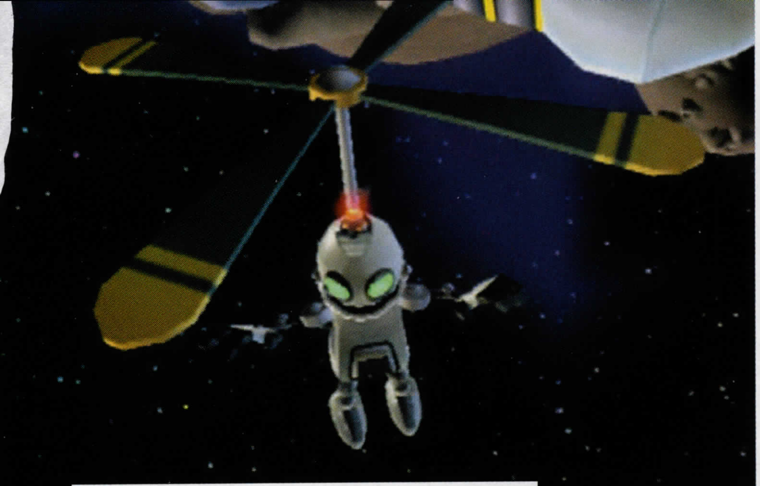
Solid. That's the term that's been used repeatedly round these parts to describe *Ratchet & Clank*, and we're not talking about how difficult the game is to play. On the contrary, saying *R&C*'s hard work is like comparing telesales to open-cast mining. It may have its surprises and the odd moment of frustration but, in the long run, it's about as taxing as a game of Battleships. Which isn't to say it's not the most enjoyable platformer we've slipped into our disc tray of late. It is. It's just one you need to approach by switching off higher functions, settling back in your La-Z-Boy and programming those thumbs to autojump.

There's a plot involving an evil race called the Blarg who are building a planet out of choice segments stolen from others using... Look, don't worry about that. The main attraction here is just how *solid* everything looks and plays.

SUPER RATCHUAL: Hazards, like a lack of air or circuit frying lightning strikes, mean you have to tackle some levels by yourself.

The platforming is tighter than a crab's ass, as is the camera, and neither leave you wondering why you've just plummeted to your umpteenth death. The fault is always with you, not the game. Yeah, so what's new, you shout? We've had solid platformers before – well, two of them. Come on, what makes this better than good old *Jak & Daxter*? OK, let's discard the similarities first.

It's got two central characters, it's got minigames, it's got vehicles, it's got hidden load times – hey, it's even got a fish that swallows you if you swim too far from shore. What it doesn't have is the overly linear structure and restrictive moves that ultimately knocked *J&D* down into



PROPELLER DREADS: Despite being outside the Blarg space station, Crank's rotorblades keep him hovering. Weirdness.

the high 80s. Not only that, but it's the way that Insomniac have combated these short fallings that let's *R&C* truly shine.

TOOL'S GOLD

Ripping a page straight out of the 'how the hell do we make first-person shooters more interesting?' rules of engagement, the coders have focused on Ratchet's armoury to jazz up the flavour of play. With 35 weapons and gadgets in total, encountering puzzles or levels crammed with robotic evil-doers is never a straightforward affair. Here's an illustration:

The Blarg space station level is infested with two main types of enemy: gangs of scuttling toad-like creatures and vicious dragon/turtle hybrids. Equip the Suck Cannon, though, and suddenly everything becomes a laughable blast. You simply suck up the smaller nasties and use them as ammo against the larger ones. Perfect.

As ever, an addition to your armoury or gadget bank immediately provides a different skew on the current predicament. Sand Sharks? You'll be needing the Napalm pasting of the Pyrocitor then. Secret entrances locked by ground mounted bolts? Break out your wrench and give 'em a twist via the left analogue stick.

REVEAL CRATE

The ingenuity doesn't end there, as there'll always be something you can't solve on a level during your first visit. The real joy of play comes when you discover that vital gadget that forces the penny to drop. So back you go to an earlier planet with your new-found toy and suddenly that locked door or uncrossable chasm coughs up another wealth of freshness. Take all this and add secret levels, add bonus pick-ups and puzzles that actually make you stop and think, and you're immediately looking at a very different creature from the Naughty Dog creation.

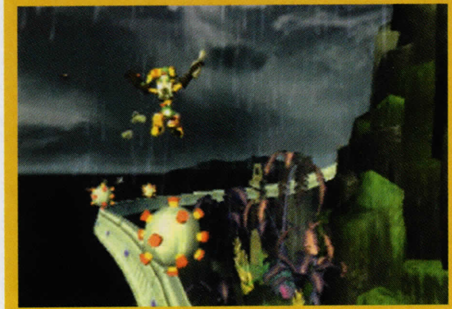
In fact, there's so many grinworthy moments that it's hard to pick just the one that transformed ▶

INSIGHT

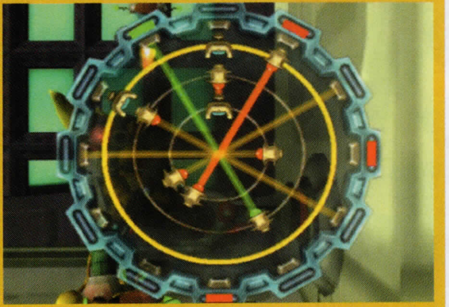
- Put in the hours and complete the game and you'll unlock a 'behind the scenes' movie, three hilarious TV ads (no, really), some spoof cover art and the chance to play the game again with all weapons and gadgets from the off. Now that's what we call value for money.

MINI YAH YAH

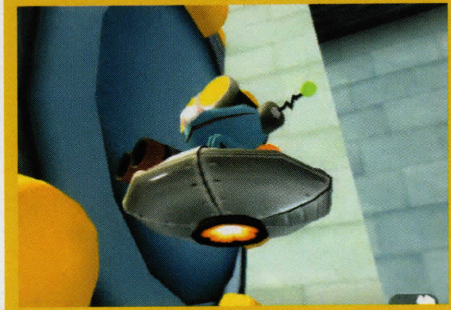
It's hard to define what is and what isn't a minigame in *Ratchet & Clank*. Opening a door can suddenly present you with a basic logic puzzle, while picking up a hoverboard from Skids McMarks on Aridia allows you to enter at a sciffy version of *SSX*.



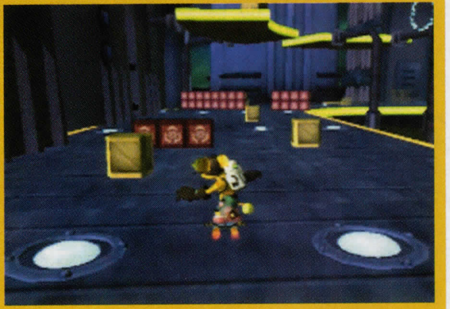
CAT FLAP: The first mine riddled grind-track you encounter is on the planet Batalia (turn the page to see how to get there).



MONKEY NUTS: Once you acquire the Trespasser, every locked door involves one of these logic puzzles.



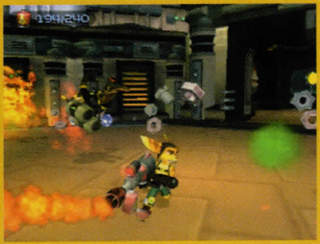
NEW SQUEAK: Sand Mice. Equip your Sonic Summoner and these boys show up to add to your firepower.



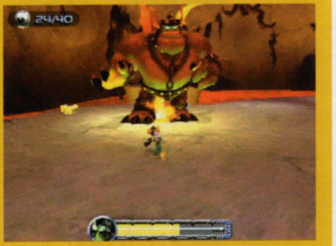
PAPA SURF: Come first in the hoverboard championship and you gain a 'trick-for-boost' upgrade

WILD BORE

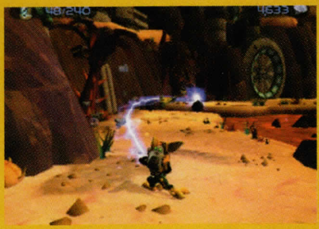
Any game that gives you a gun that turns enemies into chickens gets our vote. Then, when it comes up with another 14 inventive death-causing gadgets, what can you do but beam from ear to ear? The beauty of having such diversity is that it gives you a decent spread of tactics.



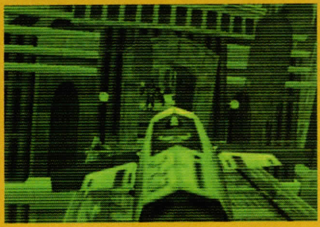
HOT PUNCH: The Pyrocitor allows you to scorch hordes of small enemies in one sweep.



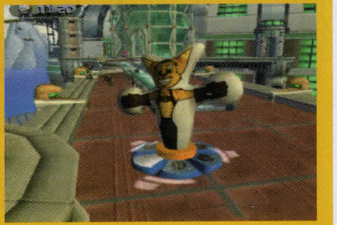
HAND OF THE FREE: The Bomb Glove weakens the Snagglebeast during this boss battle.



HEART OF SPARKNESS: The Tesla Claw fires sparks between enemies.



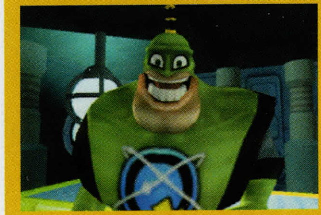
CURL GUIDES: The Visibomb gives you a fly-by-wire missile that you can pilot about the level.



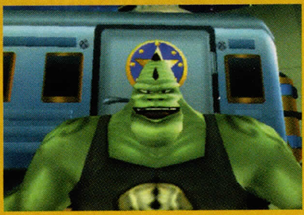
BLOW FRY: The Decoy Glove pops up an inflatable version of the ginger one that draws fire.

INTERSTELLAR ARTOIS

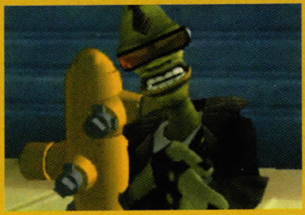
As with *Jak & Daxter*, plot progression is governed by the people you meet. Some will give you info 'bots that will helpfully provide co-ordinates for other planets, while others will ask you to perform tasks for them. Complete these and you can earn yourself some new pieces of equipment that will consequently allow you to open up some of those previously inaccessible areas.



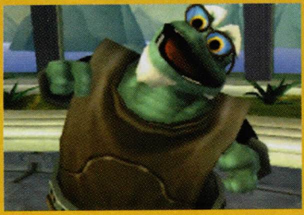
CAPTAIN QWARK: Radio star and Buzz Lightyear-alike, but *he's hiding something.*



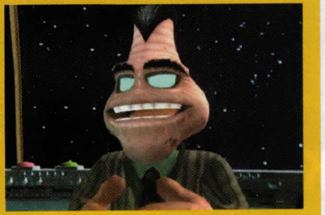
QUARK'S BOUNCER: Bribe this big galoot and gain access to Qwark's Winnebago.



BLACKMARKET DEALER: He'll sort you out a RYNO (Rip You A New One) for 150,000 bolts.



GADGETRON BOSS: This old duffer challenges you to your second hoverboard race.



DREK: Head of the Blarg and currently building a new world by carving up others.

R&C STAR MAP OVER THE PAGE...

Ratchet & Clank

Your interstellar *R&C* A-to-Z

STARS IN YOUR SKIES

Thought *Jak & Daxter* was way too linear? Always wanted to break free and discover stuff all by yourself? Then *Ratchet & Clank* provides more exploration opportunities than National Geographic. To give you some idea of the kind of back-tracking, replay nightmare you can expect, we've rustled up this skull warping guide to the game's galaxy.

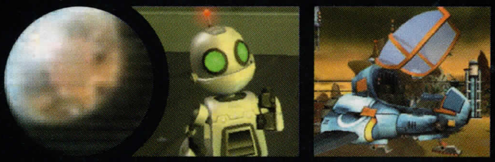
KEY

Direct route: →

Optional Backtracks: - - - - →

VELDIN

Kyzil Plateau



Who You Meet: Clank, for the first time
What You Get: Your first ship
Depart For: Novalis

NOVALIS

Tobruk Crater

Who You Meet: Planetary Chairman
What You Get: First info 'bot/new ship
Depart For: Kerwan

KERWAN

Metropolis

Who You Meet: Al of Al's Robo Shack
What You Get: Heli-pack/Swingshot
Depart For: Aridia

ARIDIA

Outpost XII

Who You Meet: Skids McMarks and Agent
What You Get: Trespasser (Swingshot needed)/Z3000 Hoverboard/Sonic Summoner (need to win Blackwater Hoverboard championship)
Depart For: Eudora

EUDORA

Deforestation Site

Who You Meet: No NPCs
What You Get: Suck Cannon
Depart For: Nebula G34

NEBULA G34

Blarg Tactical Station

Who You Meet: Gadgetron Scientist
What You Get: Grind Boots
Depart For: Rilgar

RILGAR

Blackwater City

Who You Meet: Captain Qwark
What You Get: Hoverboard upgrade/Hydrodisplacer
Depart For: Umbris or Aridia

UMBRIS

Qwark's Headquarters

Who You Meet: Blargian Snagglebeast
What You Get: New ship
Depart For: Batalia

QUARTU

Robot Plant Z332

Who You Meet: Scientist
What You Get: Hologuise/Info 'bot for Kalibo 3
Depart For: Kalibo 3

KALIBO 3

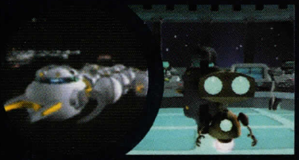
Gadgetron Site

Planet Gaspar
Blarg Refueling Depot
View Missions
Play Infobot
Previous Map
Next Map
Track/Zoom
Exit

Who You Meet: Gadgetron Boss/Receptionist
What You Get: Map-o-matic/Info 'bot for Veldin Orbit
Depart For: Veldin Orbit

VELDIN ORBIT

Drek's Flagship



Who You Meet: No NPCs
What You Get: Info 'bot for Veldin
Depart For: Veldin

OLTANIS

Gorda City Remains

Who You Meet: Engineer
What You Get: Info 'bot for Quartu
Depart For: Quartu

OLTANIS ORBIT

Gemlik Base

Who You Meet: Captain Qwark
What You Get: New Ship
Depart For: Oltanis

HOVEN

Planet Buster Factory

Who You Meet: Mechanic
What You Get: Info 'bot for Oltanis Orbit
Depart For: Oltanis Orbit

POKITARU

Jowai Resort

Who You Meet: Resort tour guide/Hal of Hal's Robo Shack
What You Get: Thruster-Pack/O2 Mask
Depart For: Orxon

GASPAR

Blarg Refuelling Depot

Who You Meet: No NPCs
What You Get: Blarg Pilot's helmet
Depart For:: Pokitaru

BATALIA

Fort Krontos

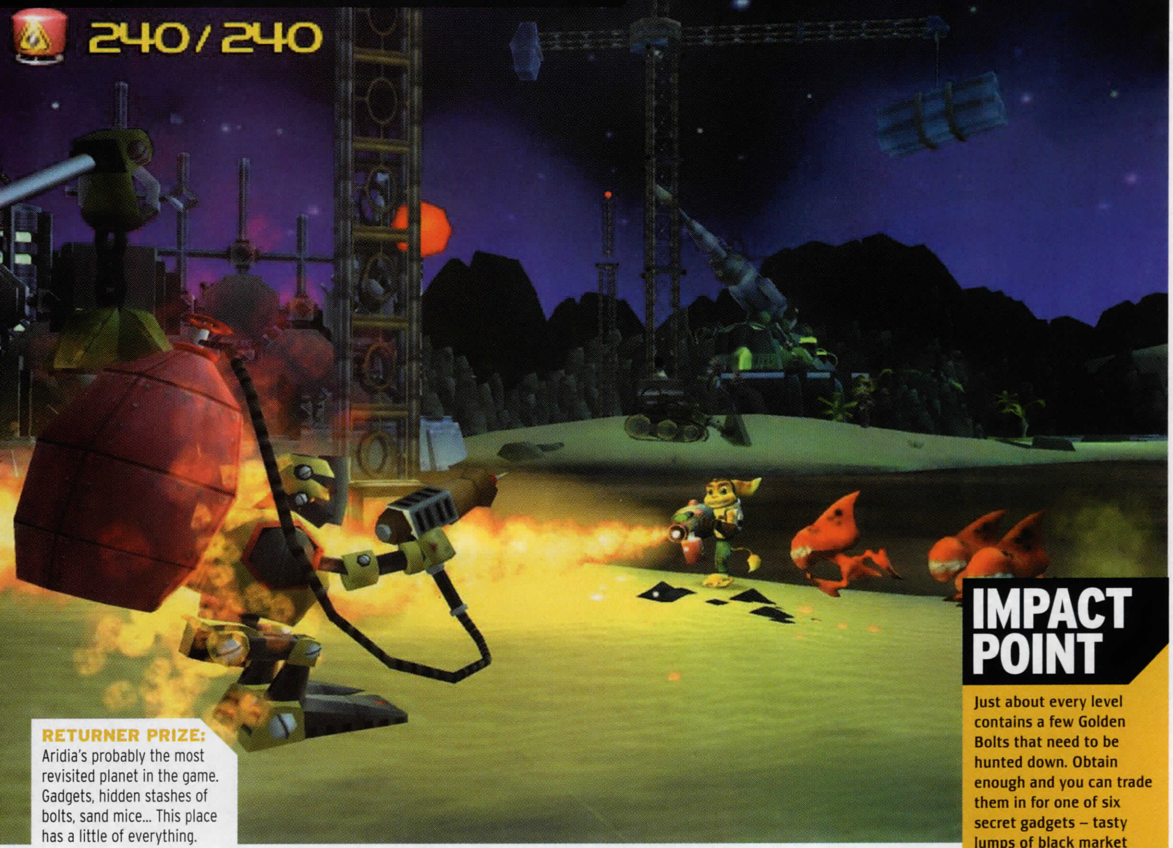
Who You Meet: The Sarge
What You Get: Info 'bot for Orxon/Metal Detector (need Magneboots)
Depart For: Orxon

ORXON

Kogor Refinery

Who You Meet: Orxon Scientist
What You Get: Magneboots/Info 'bot for Hoven (need O2 Mask)
Depart For: Batalia/Aridia/Hoven

GET THE VERDICT OVER THE PAGE...



RETURNER PRIZE: Aridia's probably the most revisited planet in the game. Gadgets, hidden stashes of bolts, sand mice... This place has a little of everything.

> **"SEE, LAYER UPON LAYER UPON LAYER, AND EVERY ONE OF THEM IS DETAILED BEYOND ANYTHING WE'VE SEEN BEFORE IN A PLATFORMER"**

▶ our liking into loving. Perhaps it was when we finally beat the hoverboard championship and opened up an *SSX* tricks-for-boots mode. Or, then again, maybe it was the set piece that had us running into the screen to escape a rising tide of water – climaxing in a *Tomb Raider*-style nailbiting swim against the limitations of Ratchet's lungs. Or how about discovering that the small aerials occasionally sticking out of the ground actually contain Sand Mice who then join you as armed flying companions?

As you can see, there's layer upon layer upon layer, and every one of them is detailed beyond anything we've seen before in a platformer. Look over a ledge in first-person mode and the camera simulates an extra stretch as Ratchet strains to peer into the depths. Dive underwater and the music drops into a muffled background hum.

CLUNK SLICK

We're hard pushed to find any area that hasn't been crafted until it speaks. But, due to our obligation to uncover absolutely everything – even the bad stuff – we have to go looking.

The best we can come up with on the negative side of things is that occasionally your character will disappear into the scenery but, even then, it's a result of the game allowing you to go anywhere, pressing you to try stuff until the code finally fractures.

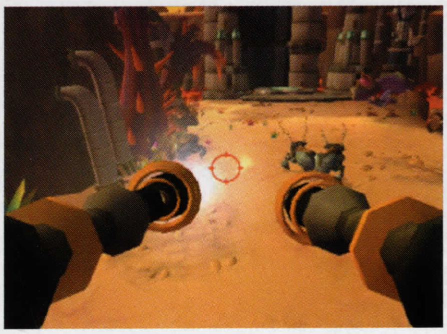
Beyond that, the only other real gripe we can find is the choice of lead personality. Ratchet's a ginger Tom that deserves to be spayed, thanks to one too many surf dudisms. Thankfully, there's Clank acting as a foil to his mate's brainless one-liners with an innocent abroad, gentleman's gentleman approach. With double acts, though, it's hard to ever be satisfied, as you always identify a favourite – just look at Morecambe and Wise. Perhaps, in a different dimension, *Jak & Clank* might've been an option – but not here.

If there's a parting criticism we'd have to level at the game it'd have to be that, in some ways, it's derivative. It's taken all the best bits from a wide selection of games and mashed the ideas together with a sackload of vibrant graphics. The great thing is, though, that Insomniac haven't just lifted the elements, they've taken things on.

WINNER FOR TWO

Remember that CG cutscene in *FF10* where Tidus slides down the tethers to stop the wedding between Seymour and Yuna? Well, you actually get to play something like it when you visit Batalia in the game. It may not look quite as impressive, but it's evidence once again that there's little to touch this game now, let alone in the years stretching ahead of PS2. *Jak & Daxter 2*? We'll wait and see. Until then, you can bet the Naughty Dog team are in for a long haul of sleepless nights. **PSM2**

Ratchet and Clank will be available to buy from Friday 8th November. Get it in.



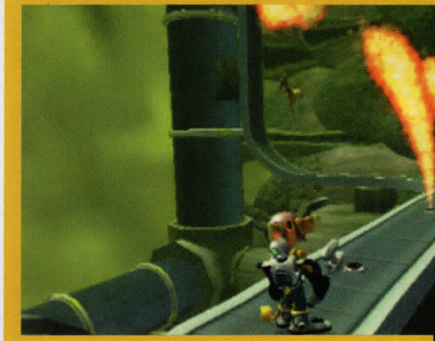
CANNON KICK IT: The run up to this turret's dead tough, so the joy of getting in and nuking everything's fantastic.

IMPACT POINT

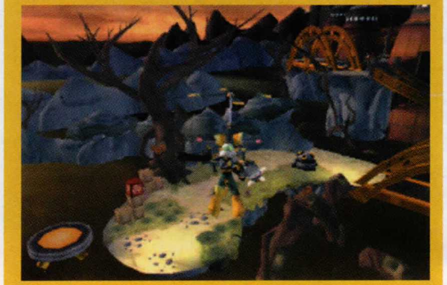
Just about every level contains a few Golden Bolts that need to be hunted down. Obtain enough and you can trade them in for one of six secret gadgets – tasty lumps of black market technology like the Map-o-Matic or the Persuader. On top of this there are whole sections which show up on the level map but can't be accessed by conventional means.

MOUSE DOCTOR

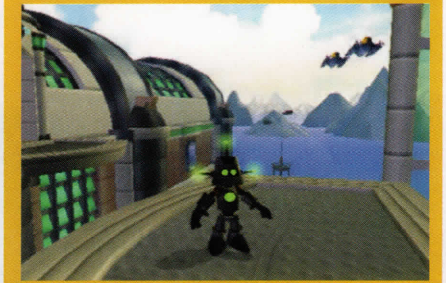
There are 14 gadgets for Ratchet to collect to be distributed across three areas of his body; head, hands and feet. Some of them are developed by the Gadgetron Corporation, and others can be acquired from vendors like Al's Robo Shack, or by completing missions for tight-fisted NPCs.



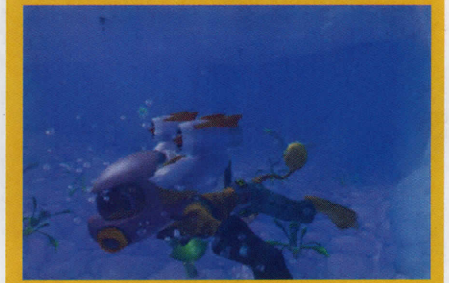
CLING-A-LONG-A-RATCH: The Magneboots allow Ratchet to climb up designated metal surfaces.



CHOPPERHOLIC: High jump with the Heli-pack on and you can span some incredible distances.



DIS GUY'S MENTAL: Avoid unwanted robo attention with the Hologuise. Stupid soup tins'll never twig...



GOGGLE JOX: Combine the Hydro-pack with the 02 Mask and underwater exploration goes into overdrive.

R2-D2'S CHOICE

1 **RATCHET & CLANK**
Just like using the Magneboots for the first time, this one'll turn your whole world upside down.

2 **JAK & DAXTER**
Brilliantly detailed with enough depth to keep you hooked. And a steal at £19.99.

3 **MAXIMO**
Not a platformer in the purist sense, but tough and as tightly packaged as they come. A classic.

PSM2 VERDICT

GAMEPLAY

+ So many gadgets, so little time.
- Occasional textual dropout on the underwater sections.

GRAPHICS

+ Super sharp camera work and pastel bright.
- A cat with big hands as the main man. Hmm...

SOUND

+ Unobtrusive music and solid effects.
- Why oh why did Ratchet have to be another clichéd surf bum?

LIFESPAN

+ Sand mice, skill points and Golden Bolts for months.
- You've got to love it to play again.

OVERALL

A definitive moment for PS2, a labour of love on every crafted level and one of those rare games that make you glad to be alive.

91

BOLT LIGHTNING

ANGEL OF DARKNESS
COMING SOON
PlayStation 2
PC CD-ROM
core design
EIDOS INTERACTIVE

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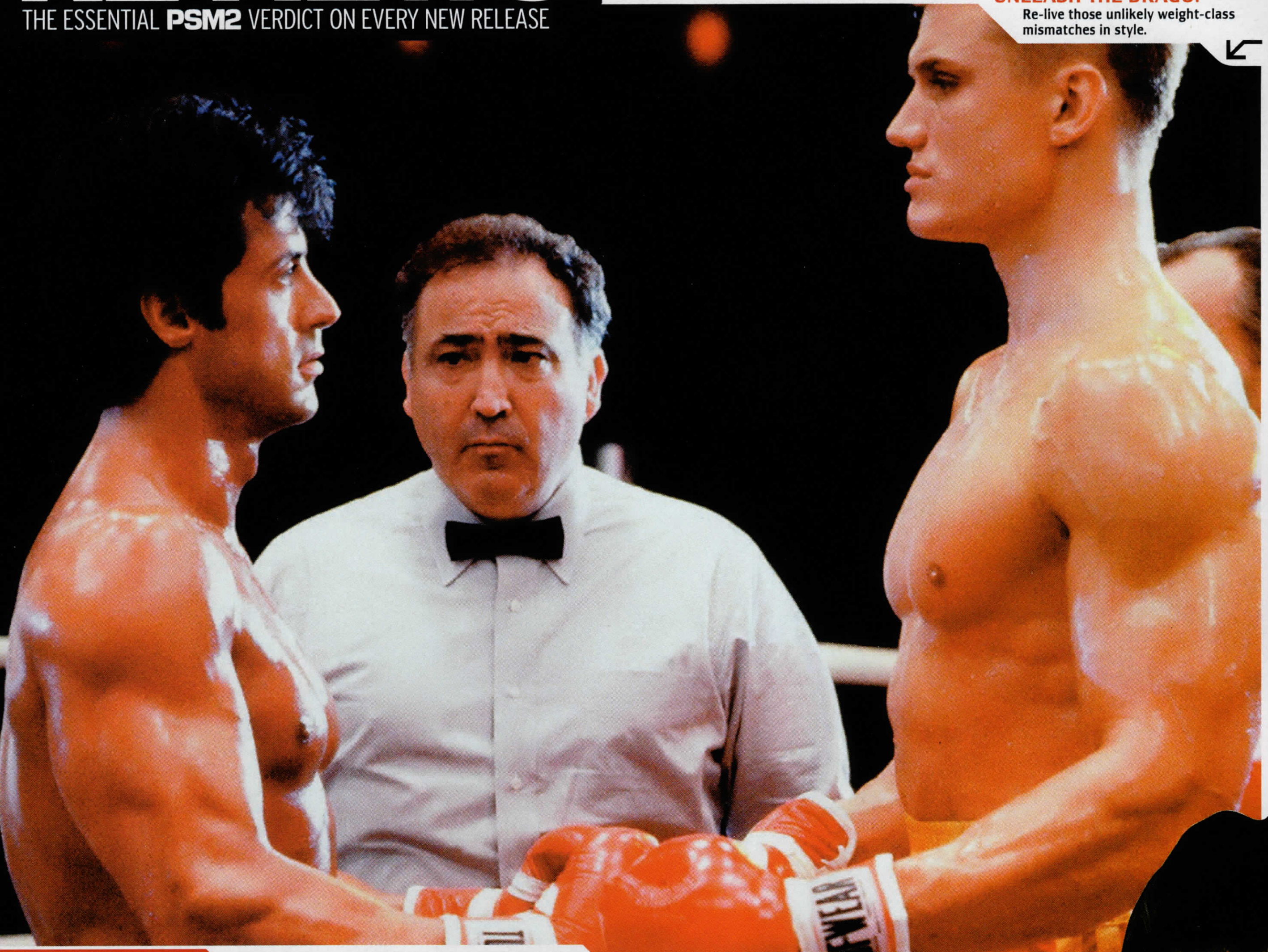
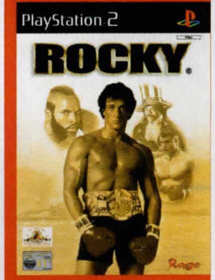


UNLEASH THE DRAGO: Re-live those unlikely weight-class mismatches in style.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Rage Newcastle
- **PUBLISHER** Rage
- **GAME TYPE** Boxing
- **PRICE** £39.99
- **ESSENTIALS** Memory Card, DualShock 2, 1-2 players.

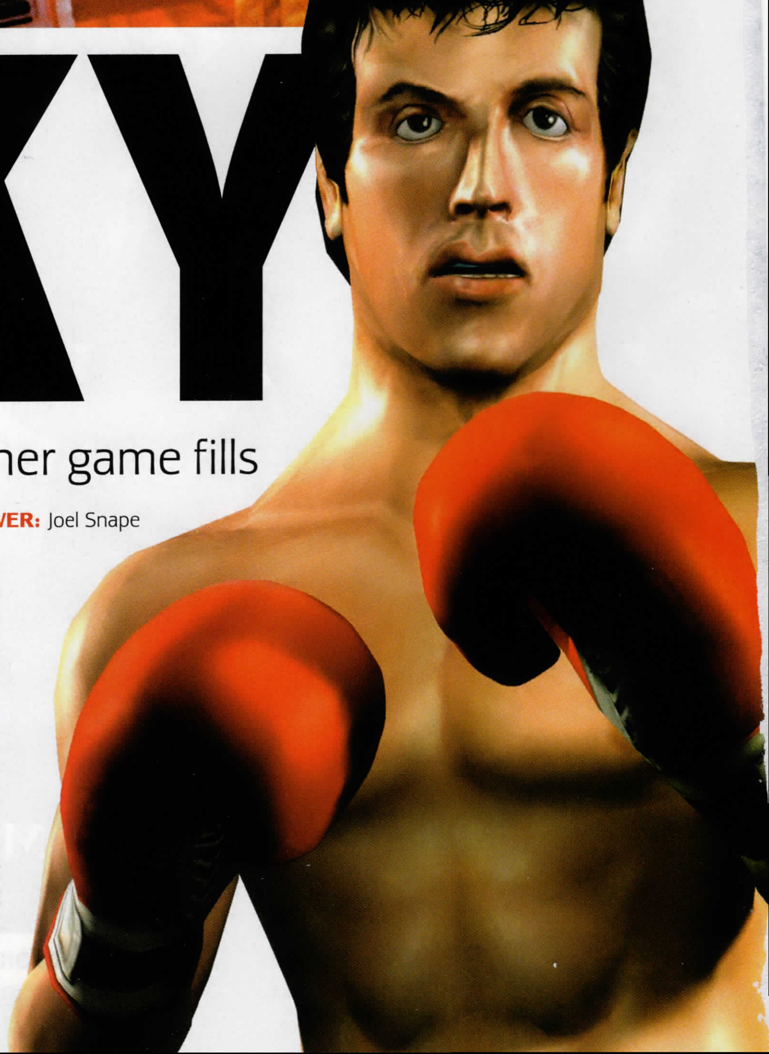


DETAILS

- **30 characters, including five different versions of Rocky.**
- **10 backdrops.**
- **Wince-inducing facial damage.**
- **250 moves motion-captured from Johnny Nelson.**
- **The Rocky theme.**

OUT UK 8TH NOVEMBER

ROCKY



Eye of the tiger – mouth of a teamster. Another game fills the PSM2 swearbox to bursting point...

REVIEWER: Joel Snape

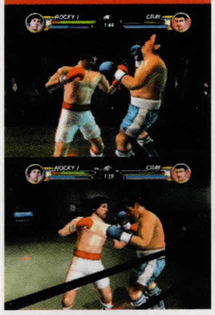
Crowds are common in the PSM2 office. Chucklesome Internet clips, Sandwich-man Dave's basket of unsanitary bread products, pictures of Natalie Imbruglia – all attract attention from easily-distracted team members. But when everyone – *everyone* – huddles around and shouts at a game – well, you're doing something right. And that happens a lot with *Rocky*.

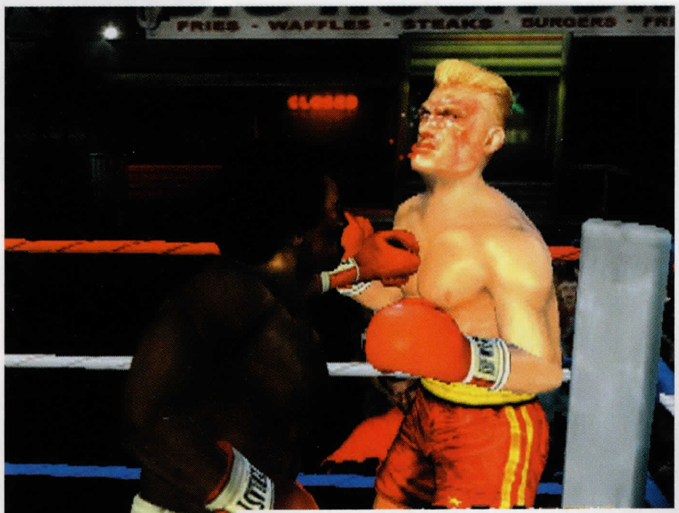
Let's try to be objective, though, eh? Some people probably don't even like Rocky: The Film. They're not going to care that it's got *that* music, and *those* training sequences and Dolph Lundgren going, "If he dies, he dies" in it. And a story mode with little cutscenes rendered in the style of the film, and training sections where you hit beef. And a Burgess Meredith impersonator, and cutscenes with Carl Weathers jigging about in his spangly top hat, and... ah, sod it. If you haven't seen all the Rocky films, knock 3% off at the end of the review, and then rent them all out. Except the fifth one. *Tommy Gunn?* Jesus.

Right. Control-wise, there's nothing inventive going on here – just typical L1 dodge/block, R1 uppercut modifier stuff, with both buttons together shimmying around quickly but not letting you punch. What works satisfyingly well is the balance of tactics. PSM2's Rocky is a slugger – we're uncannily good at the strength-building Punching Mitt challenge – so his super uppercut (R1 then △ – slightly fiddly) can turn any fight around. Get him on the back foot, though, and

IMPACT POINT

Several rounds of cautious sticking and moving pay off as you can finally unload hooks and uppercuts. Sneeze blood, Johnny Badman.



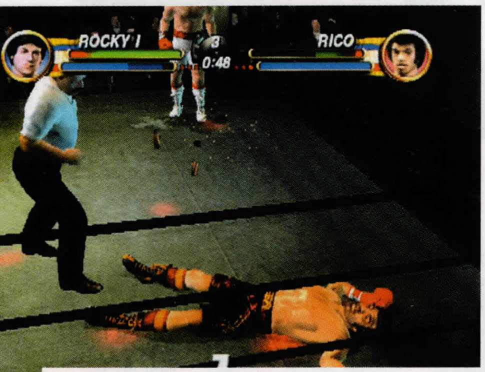


BRUISE CONTROL: After a couple of rounds, the pugilists swell up a treat. Watch them nod as their corner berates them. Ace.

he's terrible – a resilient, fast opponent can soak up the punishment and hunt him down. Some fighters dodge constantly, some favour body combinations, some recover staggeringly well – every bout's a bish-bosh, see-saw, toe-to-toe slugfest that reeks of sweaty authenticity.

After all, it's about atmosphere. Take the spectators – there's nothing special about the flappy-cut-out way they're rendered, sure, but they chant, boo, scream abuse, even sling gin bottles at the boxers if they're bored. When the action gets intense, the din fades into the background – simple, but emotive in the best possible way. Look at the facial damage – there's nothing more satisfying than seeing Drago's eyelids puffed shut at the end of a gruelling twelve-round war. The spray of blood, the thwock of a perfect jab, the way a sweet uppercut lifts an opponent off the ground – all contribute to the desperation when you retreat, or the bloodlust as you move in for the kill. Which is where we came in – a crowd howling, "In the face! The *face*!" at a dazed Ivan Drago and scary Sandwich-man Dave.

"IT'S IMPOSSIBLE TO DETACH ROCKY: THE GAME FROM ROCKY: THE FILMS WE ALL LIKE"

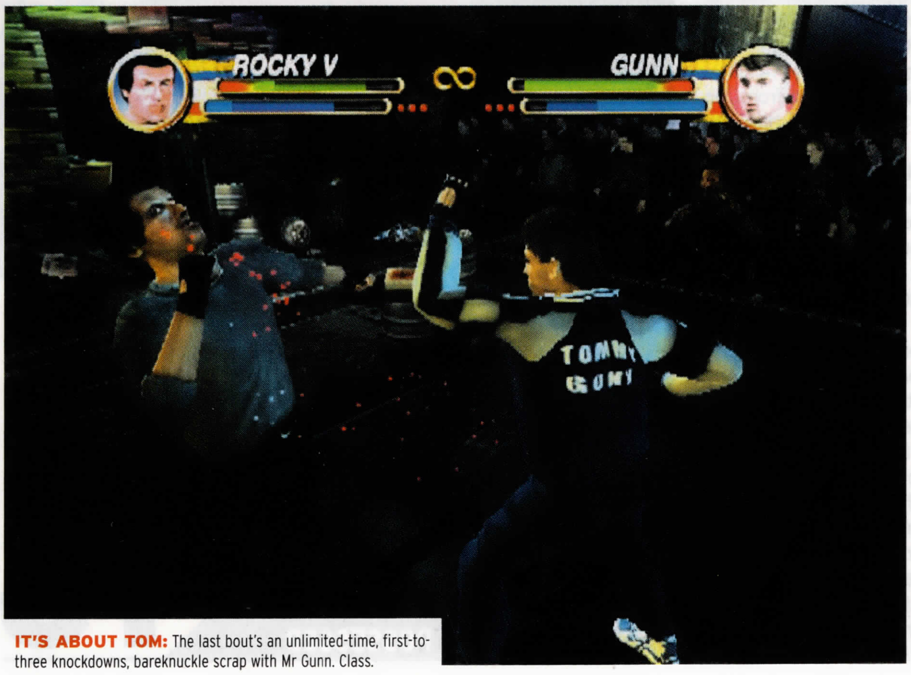


PAIN IN THE GLASS: Clatter your opponent, and he'll twitch among the bloodstains and shattering beer bottles. Ooh.

The technical knockout looks on, then, but we've still got time for a few cheap shots before the final bell. The taunt system's slightly annoying – if the computer goads you after being knocked down, he'll recover a chunk of energy while you're too far away to crack him one. There's no low blow move. And the characters' heads look a bit big.

It's impossible to detach *Rocky*: The Game from Rocky: The Films We All Like, and it seems pointless to try. It's a whisker more easy to control than EA's *Knockout Kings*, but the real issue's whether you want to control Clubber Lang or Muhammed Ali. Or, possibly, whether you want to play some fun minigames or do a more realistically punishing career mode. PSM2, who sniffled at the end of Rocky 1 and bawled during the champ's speech to the Russian public, fall firmly in the former camp, and we've already spent several entertaining evenings beating the living brains out of our ill-coordinated flatmates. Whatever else you can say about it, *Rocky*'s certainly a crowd-pleaser. **PSM2**

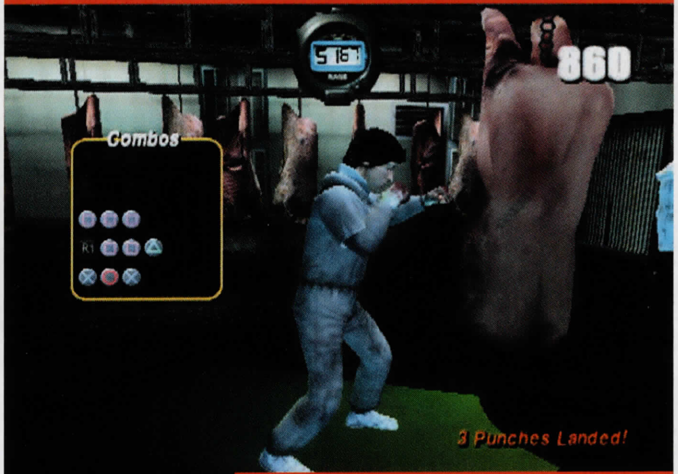
Rocky gets his first shot at the big title in time for Christmas.



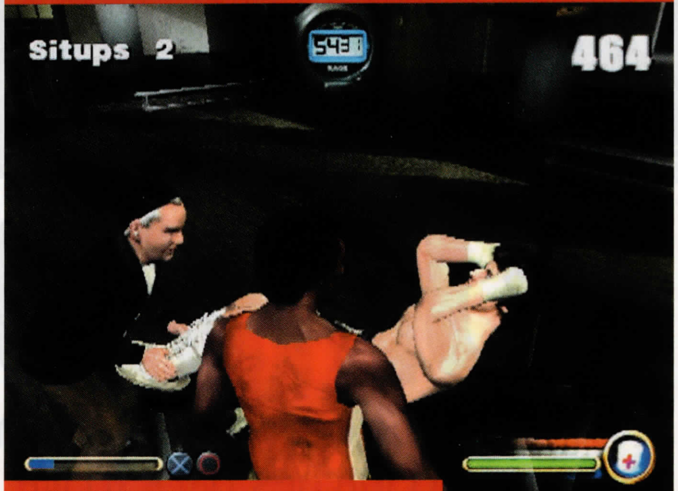
IT'S ABOUT TOM: The last bout's an unlimited-time, first-to-three knockdowns, bareknuckle scrap with Mr Gunn. Class.

IN THE BURNING HEART...

No Rocky flick's complete without an inspirational montage of Sly grunting, sweating and straining his way through some bizarre calisthenics programme. You're given two training sessions between each bout, earning between one and ten stat points each time. Thankfully, there's a default five-point autotrain option – skipping's *impossible*.



APOCALYPSE COW: The beef-pummel's the only challenge to teach you skills that come in useful during the main game.



AB 'N' GROOVY: It's a pretty standard button mash – except for holding ◎ to tense up while you're being slugged in the gut..

INSIGHT

- The climactic Rocky fight scene was filmed in reverse order starting with Stallone and Weathers in heavy make-up. The make-up was slowly removed until round one.
- The beef was so hard that Stallone's knuckles are now flattened out.

MICKEY'S CHOICE

1 **ROCKY**
Wins on points and nostalgia value – and it's fun to play.

2 **KNOCKOUT KINGS 2002**
The only option for genuine boxers – thanks to EA's bottomless pockets.

3 **READY 2 RUMBLE: ROUND 2**
Cartoony graphics and OTT moves mask a deceptively robust boxing engine. Cheap, too.

PSM2 VERDICT

GAMEPLAY
+ Top, atmospherically brutal street-fighting action.
- Pity there isn't a more accessible dodge-back move.

GRAPHICS
+ Spot-on collisions,
- Is it us, or do the heads look too big?

SOUND
+ Crowd fades, cool intro music, great trainer voices – beautiful.
- No 'Living In America' for Apollo. Drago's trainer isn't Russian.

LIFESPAN
+ Punishingly difficult, plenty of two-player potential.
- Only four characters that you're actually going to care about.

OVERALL
Yo, Adrian, they did it. Made a film licence that brings something other than plastic renders of Dolph Lundgren to the genre, that is.

84

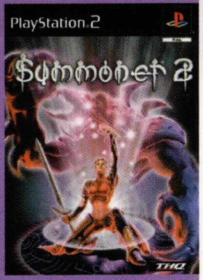
KNOCKOUT

REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

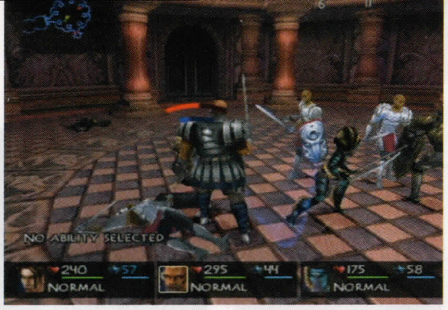
INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Volition
- **PUBLISHER**
  THQ
- **GAME TYPE**
  RPG
- **PRICE**
  £39.99
- **ESSENTIALS**
  1 Player, DualShock 2, Memory card

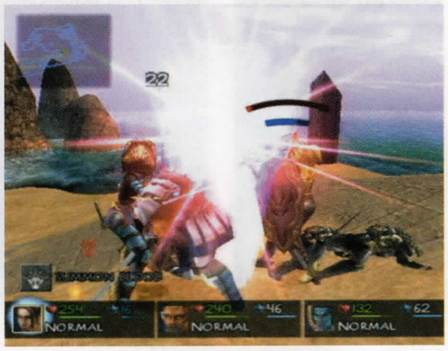


DETAILS

- 30 locations.
- 12 Summons.
- Eight characters.



GET INTO THE MOVE: The combat moves of the healer, fighter and assassin are identical - which is crap for team selection.



FAIR SQUARE: The summon animations don't have the amazing visuals or attacks of Square's sumptuous demons.

OUT UK NOW

SUMMONER 2

A necromantic monarch casts her spell as PS2's first realtime RPG lurches back to life.

REVIEWER: Alex Cooke

RPGs are like past life regression. No one ever happens to be the reincarnation of a dung collector or a sore-ridden plague victim. Nope, they were once Cleopatra, Attila the Merciless, or Berwhale the Avenger, destroyer of Pewnack, victor at the battle of Threek. And *Summoner 2* tries the same trick, because not only is lead babe Maia the Queen of Halassar, but she's also the Goddess Reborn and The Chosen One. And, just like Eddie Murphy, you quickly discover there is more to this title than opening garden fêtes.

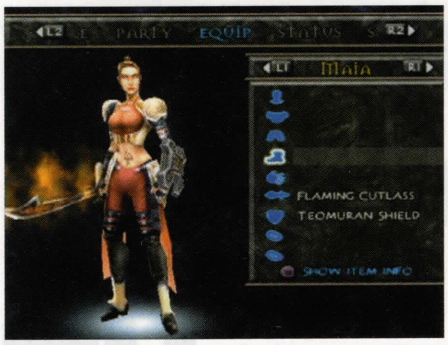
The detailed plot might make the Anglo Saxon Chronicles sound like Hollyoaks, but luckily the gameplay is easier to understand. Switching between three characters, you explore medium-sized environments, collecting all the items that you need in a linear fashion, all the while meeting and defeating supernatural soldiers and more orthodox troopers. In between, you can learn to transform yourself into new beasts, advance your fighters' stats and even alter their functional AI to make them focus on being a healer or a fighter.

While the concept hasn't changed from the original game, thankfully the execution has. The crippling pop-up and interminable loading screens have all been replaced, thanks to a more considered level layout and smaller battle arenas.

The character's models are also larger and more detailed, albeit slightly angular and not that convincing in motion. But the real casualty of this sequel is the combat system. Out has gone the original, but complex, 'chain' attacks to be replaced with a simple combo move that quickly reduces the combat to a pad mashing frenzy. And the blocking system that's meant to save your combat craft being reduced to random results is ruined when the battle turns into a swarm of slashing swords instead of a controlled duel.

Solid and reliable might be uninspiring words, but they sum up Volition's effort. Well designed and orthodox, *Summoner 2* is functional, but fails to fulfil anyone's final fantasies. **PSM2**

The pentagram has been drawn, the virgin has been bled and, accordingly, Summoner 2 is all ready to be purchased.



SKILLING OUT: Equipment and skill points can be distributed easily, thanks to a system improving your moves.

INSIGHT

- **Things must be pretty quiet at THQ's internal developers Volition at the moment. After months of graft on both *Summoner 2* and *Red Faction 2*, the Illinois-based team should finally be able to catch up on their sleep.**

ORCO'S CHOICE

1. **FINAL FANTASY 10**
   Sophisticated in every department, Square's tenth sequel stays true to its turn-based routes.
2. **KINGDOM HEARTS**
   Disney's sugary sweetness meets Square's engine in a real-time piece of cartoon adventuring.
3. **SUMMONER 2**
   Usurping the original with much improved visuals and days of adventuring.

PSM2 VERDICT

GAMEPLAY
+ An enjoyable and accessible action-lead RPG.
- Combat is more of a mess than a melee.

GRAPHICS
+ Much improved characters fight in better backgrounds.
- A lack of effects make the battles seem slightly feeble.

SOUND
+ The immense text has been replaced by solid vocal acting.
- An uninspired score and the gratingly shrill sound of Maia…

LIFESPAN
+ A huge number of missions and sub-quests to explore.
- Repetitive and random combat sequences dominate the action.

OVERALL

This sequel solves many of the original flaws and offers hours of olde worlde adventuring, but not much inspiration or invention.

73

POSSESSED

KOEI™

THQ®

Dynasty Tactics™

三國志戦記

- The player's decisions make the story! Multiple story branches and endings allow the player to create their own Three Kingdoms Saga! Will you stay true to history, or create an entirely new "What If" world?
- Choose to follow the campaigns of one of three charismatic leaders: Liu Bei, Cao Cao or Sun Ce.

AVAILABLE NOVEMBER 2002

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PlayStation®2

OUT UK 15TH NOVEMBER

RALLY FUSION: RACE OF CHAMPIONS

"Time to get real," apparently – although where that leaves Colin…

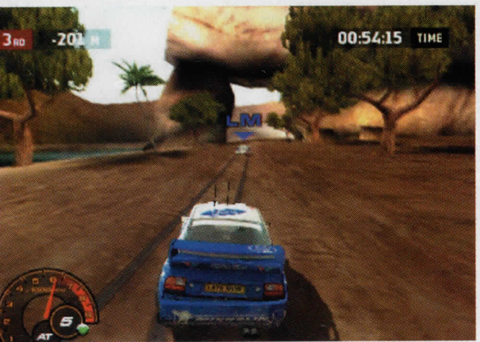
REVIEWER: Joel Snape

Imagine doing your driving test with that angry man from the Direct Line ads. That's *Rally Fusion* – its most noteworthy feature's the clever way your co-driver gets angrier and angrier *and angrier*. "Hard left" OK, we're… "Medium right" Fine, just… "Concentrate!" Hang on, who's dri… "You're wrecking the f*ing car!" Gaaah. It really is very impressive – the course directions get more irritable, and everything. It's also astonishingly annoying, and you'll switch it off within half an hour. Dang.**

That's *Rally Fusion*, then – full of clever ideas, but a bit half-arsed about pulling them off. Take, ooh, the entire central idea of the game. Rally games, of course, have to either be better than *Colin McRae* (difficult) or Cleverly Different (difficult, but deceptively so). *Rally Fusion*, then, is the latter – arcade racing with realism abandoned in favour of taut multi-car shockers and excitement.

The Hill Climb's a classic example – a hugely exciting bundle up a mountainside with no barriers, pitting your need to beat the trial time against your aversion to plummeting off a cliff.

"BRAKE ON ALL THE CORNERS AND YOU WIN, TRY TO DRIFT THEM AND YOU LOSE"



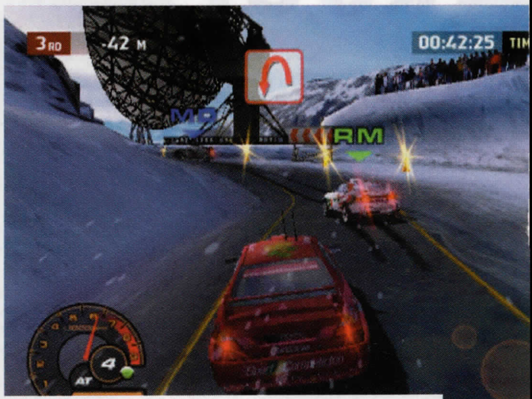
TRACK TO WHAT YOU KNOW: The computer cars are pedantic about the racing line – *you* can take shortcuts a-go-go.

It's also big on damage. You'll frequently limp round the last lap with one front wheel and the exhaust hanging off, the car responding accordingly. Trouble is, despite the 'fun' pretensions, the emphasis is still firmly on 'sensible' driving. Essentially – brake on all the corners and you win, try to drift them and you lose. The cars spring about and roll over like puppies, with the possibility of losing the entire championship emerging on every banked turn.

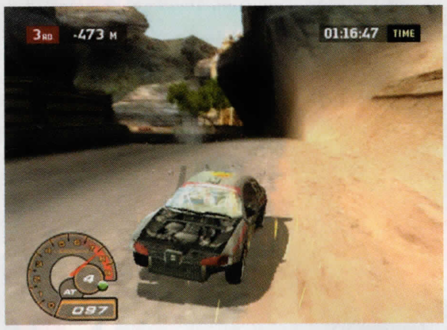
Jumps are a menace. Honestly, we even once managed to roll over four times after a brush – a *brush*, mind – with a palm tree. Again, there's nothing particularly arduous about avoiding this kind of thing. The handling's fairly forgiving, and it's possible to scrape a result with your axle snapped. But only if you're sensible.

Let's be nice for a bit, then. The graphics, eh? They're lovely. The rain effect's great, sloshing down the screen in that really clever way that makes you want to wipe it off. There're great touches, too – like paparazzi popping flashbulbs then scampering off the track just ahead of your motor. The desert levels – as opposed to the slippy-slidey ice level, or the mud-slidey Inca levels – are particularly gorgeous, dusted with heat haze and full of trackside poultry. At times, it feels like *Rally Fusion*'s going to turn into the hectic knockabout fun you sort of expected in the first place. Don't get carried away, though – you'll only topple the car over. **PSM2**

Fusion's clattering into shops right now.



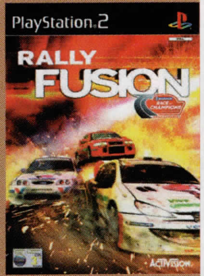
HAIL FOR LEATHER: The snow isn't as clever as the rain – but it increases impressively as you progress up the hill climb levels.



QUEL DAMAGE: The wreckage is pleasingly crash-specific – so a sideswipe might shatter all the glass in the driver-side window, say.

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Climax Games
- **PUBLISHER**
  Activision
- **GAME TYPE**
  Driving
- **PRICE**
  £34.99
- **ESSENTIALS**
  1-4 players (two simultaneously), DualShock 2, Memory card



DETAILS

- **20 tracks and nine environments including rain forests, arctic glaciers, desert dunes and tropical islands.**
- **20 'kick-ass' cars including Peugeot, Mitsubishi, Ford and Audi.**
- **30 world-class drivers.**
- **Rally, Rally Cross, Hill Climb, Follow the Leader, Relay, Checkpoint, Custom Championship, World Tour Mode and World Tour Extreme modes.**

INSIGHT

- **Climax Productions were the chaps behind the decent-ish *Robot Wars* – and they also converted PSM2 dog/ninja/slasher fave *Shadow Dancer* to the Mega Drive. You can find them at www.climax.co.uk – *not* .com. Definitely not .com.**

MUD-SLINGER'S CHOICE

1 **COLIN MCRAE 3**
The rallying Godfather turns out another perfectly-formed experience. Mwah mwah.

2 **RALLY FUSION**
Not *quite* different enough to appeal to people who've got *Colin*, but a none-too-challenging knockabout.

3 **SHOX**
The other 'arcade' option, complete with daft gimmick and not much appeal.

PSM2 VERDICT

GAMEPLAY
+ The 'vibe' seems really arcadey and fun.
- Shame the handling isn't more appropriate.

GRAPHICS
+ Smart rain splodges and incidental details.
- The track isn't always crystal clear.

SOUND
+ Well, the co-driver's cleverly done…
- But he's also fantastically annoying. Rubbish music, too.

LIFESPAN
+ Loads of championships to get through.
- Race Of Champions forces you to play the same track six times.

OVERALL
One of the better B-list rally games, but a bit too lacklustre in the execution to be an essential accompaniment to *Colin* or *WRC*.

68

LUMBERING

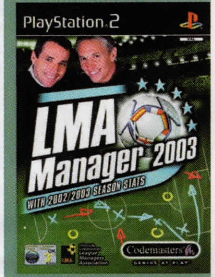
OUT UK NOW

LMA MANAGER 2003

Don't know your Arce from your Elber? Then stick to cuddly old FIFA, you turnip...

INFO

DEVELOPER
Codemasters
PUBLISHER
Codemasters
GAME TYPE
Management sim
PRICE
£39.99


PlayStation 2
LMA Manager 2003
WITH 2002/2003 SEASON STATS
Codemasters

DETAILS

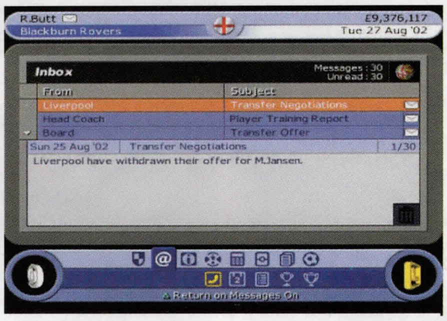
- Up-to-date stats, strips and team sheets.
- 720 clubs.
- Over 17,000 players.
- Punditry from messrs Lineker and Hanson.

Look here, right – just because you've climbed to the hallowed summit of *Pro Evolution Soccer*'s Master League, and assembled a squad of the world's finest players, it doesn't make you the logical heir to Fergie's throne. So screw up that application and embark on some work experience in the real world of football management. Or failing that, the next best thing.

Having been the console coach's choice for the past three seasons due to its easy-to-navigate set-up, *LMA Manager 2003* is very much business as usual. Reflected in this update are all the up-to-the-minute transfers, new kit designs and revised player stats for the 2002/2003 season, but beyond that the differences are harder to spot than Tino Asprilla in Darlington. But if it ain't broke, etc...

Taking control of pretty much any European top flight team, you are assigned a goal for the season (finish in the top ten, qualify for Europe or, in the harsh case of our Blackburn team, avoid relegation) and must then go about achieving it by casting any dead wood from your squad, bringing in fresh players and ensuring that they maintain peak physical condition. There are plenty of sidelines to distract you as well, such as stadium refurbishment, sponsorship negotiations and balancing the books.

It's all fabulously well implemented and easy to grasp. The only downside is the loading delays. But then, after a few hours in this football furnace, you'll be thankful for any spare moments to scramble around for those betablockers. **PSM2**



R.Butt
Blackburn Rovers
£9,376,117
Tue 27 Aug '02

Inbox
Messages : 30
Unread : 30

From	Subject
Liverpool	Transfer Negotiations
Head Coach	Player Training Report
Board	Transfer Offer

Sun 25 Aug '02 | Transfer Negotiations | 1/30

Liverpool have withdrawn their offer for M.Jansen.

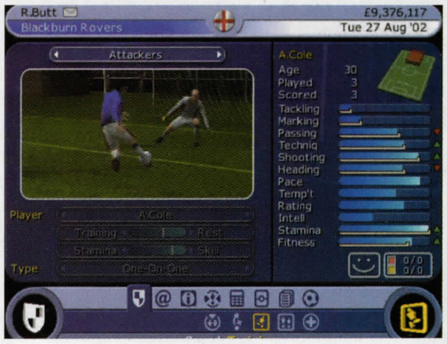
Return on Messages On

RHYTHM IS A TRANSFER: While the European window is open, you'll have to fend off a stack of offers for your best players.

OVERALL
It lacks new features – but it isn't really a sequel. The updated stats are sure to keep this firmly in the hotseat for its fans, though.

84

PITCHIN'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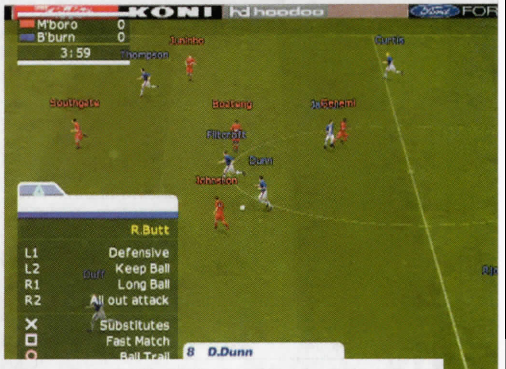
£9,376,117
Tue 27 Aug '02
Attackers
A.Cole
Age 30
Played 3
Scored 3
Tackling
Marking
Passing
Techniq
Shooting
Heading
Pace
Temp't
Rating
Intell
Stamina
Fitness
Player
A.Cole
Training
Rest
Stamina
Skill
Type
One-On-One
0/0
0/0

HOUSE OF TRAIN: Put your team through its paces to maintain their peak physical condition for the gruelling season ahead.


KONI
hoodoo
M'boro 0
B'burn 0
3:59
Juninho
Curtis
Thompson
Southgate
Boateng
Filtcroft
Dunn
Johnston
R.Butt
L1 Defensive
L2 Keep Ball
R1 Long Ball
R2 All out attack
✕ Substitutes
□ Fast Match
○ Ball Trail
8 D.Dunn

BALL ORDER: While watching the action unfold on the pitch, you can bark orders from the sideline to influence play.

OUT UK NOW

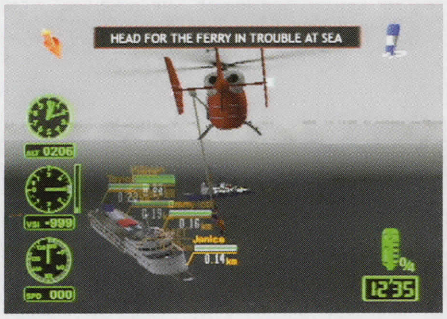
AIR RANGER RESCUE HELICOPTER

Budgie on a budget? The world's cheapest helicopter game flies into view.

In gaming terms, there are only two things you can do with a helicopter – kill people or rescue them. As you'll have already gleaned from the title, Midas' latest miser-priced release most definitely deals with the latter. Shame, really. Despite featuring eight varied missions ranging from picking up shipwrecked survivors to extinguishing factory fires, each one shares the same major obstacle – trying to fly that bastard helicopter.

The left shoulder buttons control the lift and speed of your whirlybird, while the left analogue stick takes care of your direction. While this may sound simple enough, manoeuvring your chopper and its pendulum-like co-pilot into position is an incredibly frustrating experience due to the amazing unresponsiveness of the controls. Chuck in the game's selection of particularly useless camera angles (although, admittedly, there is one that lets you view the action from above) and playing *Air Ranger Rescue Helicopter* is more annoying than attending a gameshow hosts' convention. It hardly appeals to your charitable rescuing side, if you had one in the first place.

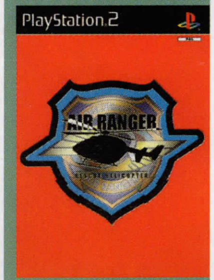
While effectively controlling your helicopter is undoubtedly the point, the way in which the game (more through accident than design, of course) constantly ensures that things are as infuriatingly difficult as possible makes being hung, drawn and quartered seem fun and rewarding in comparison. Cheap it may be, but this one is anything but cheerful. Avoid. **PSM2**


HEAD FOR THE FERRY IN TROUBLE AT SEA
ALT 0206
VSI -999
SPD 000
Janice
0.14km
12'35

FERRY, FERRY BAD: If controlling your helicopter alone wasn't annoying enough - enter your swinging co-pilot Bob.

INFO

DEVELOPER
Ask
PUBLISHER
Midas
GAME TYPE
Arcade
PRICE
£15


PlayStation 2
AIR RANGER

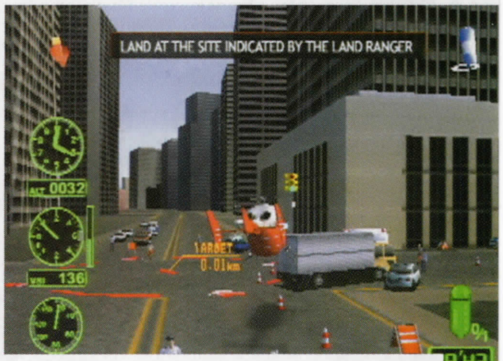
DETAILS

- Four disaster-stricken environments.
- Two rescue missions in each.
- 50/60Hz switch.

OVERALL
One of the most maddening games we've ever played. Fifteen quid is way too much to pay for this mind-bendingly frustrating experience.

24

CHOPPY


LAND AT THE SITE INDICATED BY THE LAND RANGER
ALT 0032
VSI 136
TARGET
0.01km
8'43

HOVER 'NOTHER GO: Manoeuvring your 'copter into position is about as frustrating a PS2 experience as you can get.

PROCEED DIRECTLY TO HOSPITAL HELIPAD
ALT 0879
VSI 999
7'11

BLOODY HELI: The game gives you six different camera views - unfortunately all are incredibly unhelpful.

MARYLEBONE
LISSON GROVE
BLOOMSBURY
SOHO
MAYFAIR
ST. JAMES'S
HYDE PARK
KENSINGTON GARDENS
THE SERPENTINE
GREEN PARK
ST. JAMES'S PARK
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KNIGHTSBRIDGE
BELGRAVIA
VICTORIA
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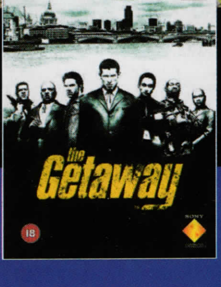
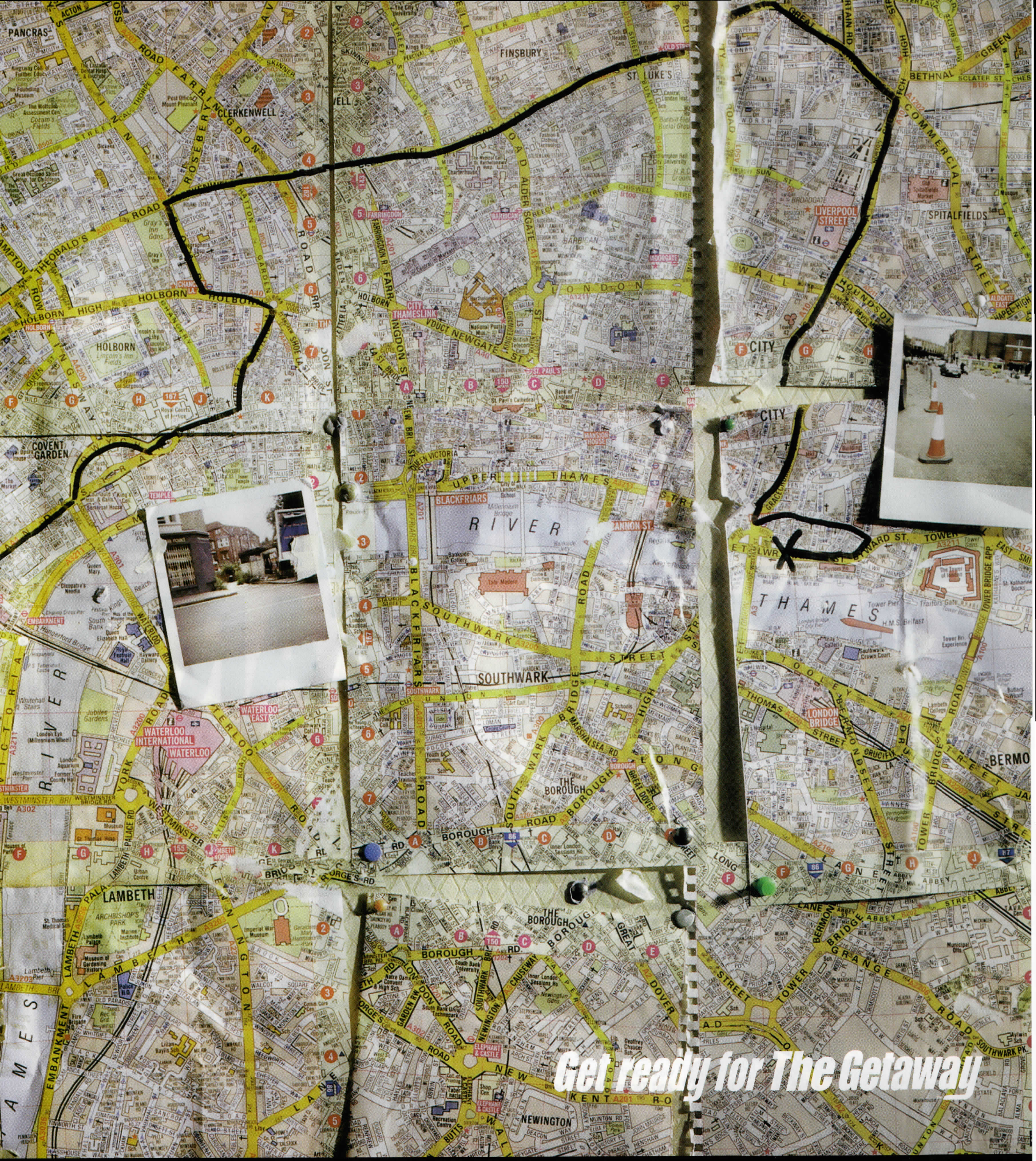

PlayStation 2
the Getaway
18

You've got a lot to learn, sunshine. Over 28 square miles of London's streets, motors, drug dens, strip clubs, criminals and guns, captured in perfect detail. This is the Getaway. Ready to see the sights?

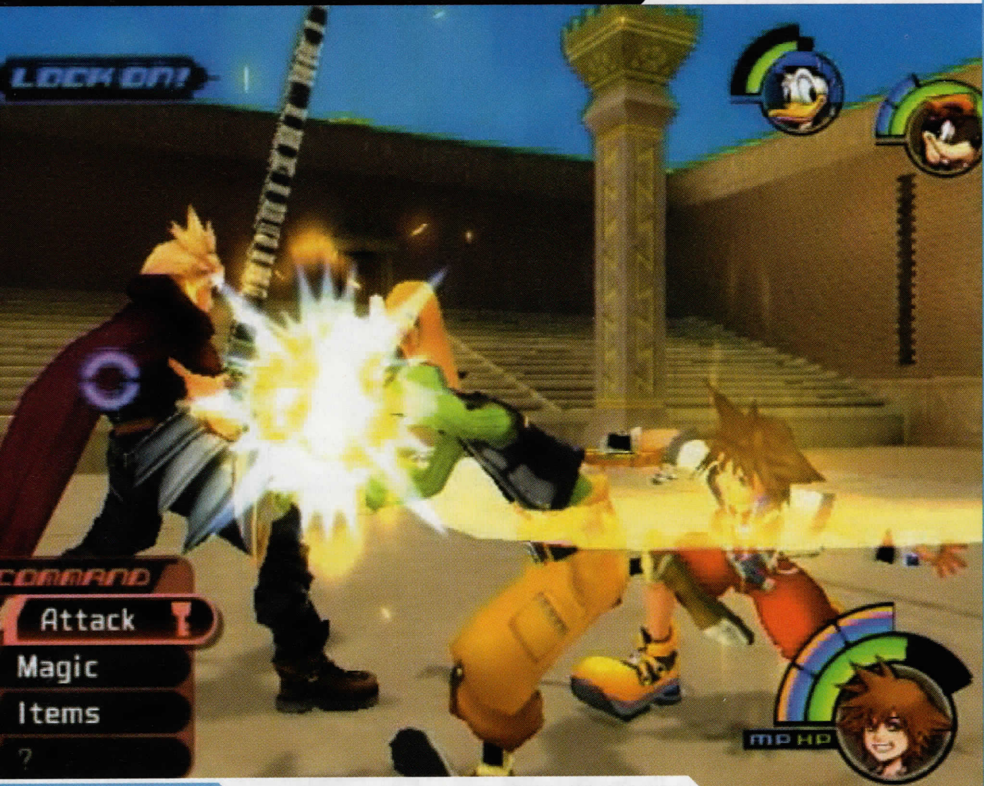
18

www.thegetaway.co.uk
uk.playstation.com


Get ready for The Getaway

PlayStation 2

THE PARANOIA PLACE THE SADISTIC PLACE THE HOSTILE PLACE THE THIRD PLACE



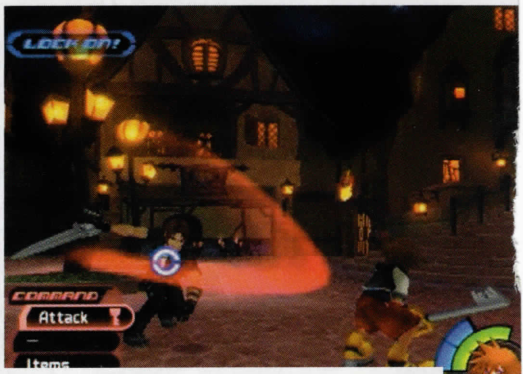
INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Squaresoft
- **PUBLISHER**
  SCEE
- **GAME TYPE**
  RPG
- **PRICE**
  £39.99
- **ESSENTIALS**
  1 player, DualShock 2, memory card

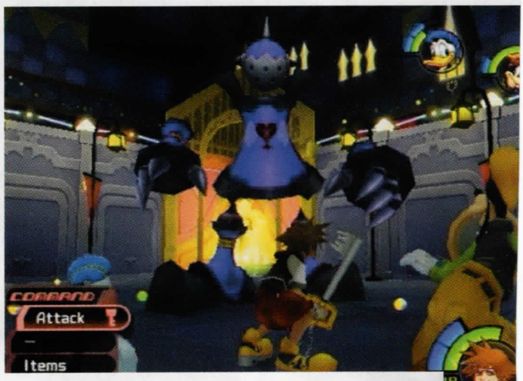
PlayStation 2
Kingdom Hearts
SQUARESOFT

DETAILS

- **Over 100 Disney characters, plus four new ones developed exclusively for *Kingdom Hearts*.**
- **Actual Disney character voiceovers.**



SQUALL OF DEATH: An early scrap with Angel-voiced Leon shows why trying to fight with a key's never a good idea.



DUCK 'IM UP: Boss battles are always a treat - especially when you can send Donald to do the dirty work first.

OUT UK 22ND NOVEMBER

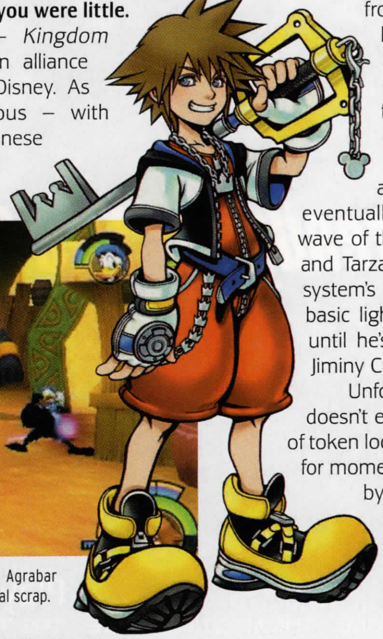
KINGDOM HEARTS

A truly *breathtaking* Disney game? Uncle Walt's frozen head must be smiling at this one...

REVIEWER: Joel Snape

Even though we shout at The Rude Man From Birmingham who continually rings up asking for cheats, tear shitty games apart like sharks and swear more than any other magazine in the world, we still have... feelings. That's why we love *Kingdom Hearts* – it's a blood-freezingly hard epic, but somehow, it's also *soft* and *warm* – like watching Saturday morning TV in damp pyjamas when you were little.

For the unfamiliar – *Kingdom Hearts* is the result of an alliance between Squaresoft and Disney. As you'd expect, it's gorgeous – with defiantly spiky-topped Japanese characters that mesh perfectly with Winnie the Pooh and Tim Burton's Jack Skellington in a seamless fantasy world. Excellent music and professional voice acting only enhance the feel. After scores of granny-pleasing conveyor belt Disney fare and stuffy RPGs, *Hearts* is a revelation. Though it's fundamentally an RPG, Square have extended *Hearts*' appeal to normal gamers, abandoning *FF10*'s turn-based random battles in favour of a real-time system where you can, if you wish, scarper from mismatched scraps. Early battles are hackety-slashy affairs, and an opportunity to earn experience points via a few well-timed counters and dodging. From there, extra team members, special moves and magic are introduced until eventually you're dragon-punching a wave of the Heartless with Donald Duck and Tarzan playing back-up. The magic system's equally impressive, with Sora's basic lightning/fire powers progressing until he's able to call on the might of Jiminy Cricket and Dumbo.



COMMAND
Attack
Magic
Items

ALADDIN TROUBLE: The Agrabar level's a highlight - especially the final scrap.

Unfortunately, the camera system doesn't evolve as seamlessly – a couple of token lock-on options can't compensate for moments when your view's obscured by a crate. There's also a fair bit of leaping about to contend with – again, pleasing for platform fans, but again troubling thanks to the camera system.

Here's the thing, though – *look at all the Disney characters*. Though it's far too hard to merit the "y'know... for kids" tag, *Hearts* is perfect for fans of uncle Walt. It's not often that you'll see Dan humming along to Under The Sea, Milf bouncing with Tigger or Marcus duelling with Captain Hook, but it's a sight to behold. The only downside's the inclusion of breakfast B-listers Chip 'n' Dale. There're tournaments to win, 99 dalmations to rescue, and a version of the 100 Aker Wood to unlock, alongside secrets and bosses that have been added since the Japanese version.

It's a loveable, expansive bundle of fun. If we ever used the word 'enchanting', we'd be tempted to use it to describe this. But you know us – we've got a reputation to maintain. **PSM2**

Out now. And it's bouncy, bouncy, bouncy, bouncy, fun fun fun fun fun. Ahem.

INSIGHT

- **Main character Sora's voiced by Haley Joel Osment, with Angel's David Boreanaz and Titanic scallywag Billy Zane popping up for cameos.**
- **The new theme tune, 'Simple and Clean' was recorded by Utada Hikaru, the first ever artist to have three consecutive multi-million selling albums in Japan.**

GOOFY'S CHOICE

1 **FINAL FANTASY 10**
The purist's choice, and the most lavish spectacle on PS2 - worth the effort even if you don't like the ending.

2 **KINGDOM HEARTS**
The RPG for RPG-haters - instantly accessible and fun.

3 **EPHEMERAL FANTASIA**
Gitaroo-Man meets Groundhog Day in PS2's most effortlessly engaging 'other' RPG.

PSM2 VERDICT

GAMEPLAY
+ Top-notch real-time scrappage.
- Annoying jumping.

GRAPHICS
+ Vibrant colours, hypnotically detailed animation, brilliant design.
- Dizzying camera system designed by Satan himself.

SOUND
+ Flawless voice-acting, brilliantly reworked Disney scores.
- Get stuck on the Destiny Island bit, and you'll go mad.

LIFESPAN
+ As epic as *FF10*, with dozens of sub-quests and hidden items.
- Deceptively difficult, and all too easy to get stuck.

OVERALL
Beautifully imagined and realised, and not in Japanese anymore – if this doesn't raise a smile, you're a withered husk of a human.

88

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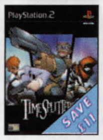

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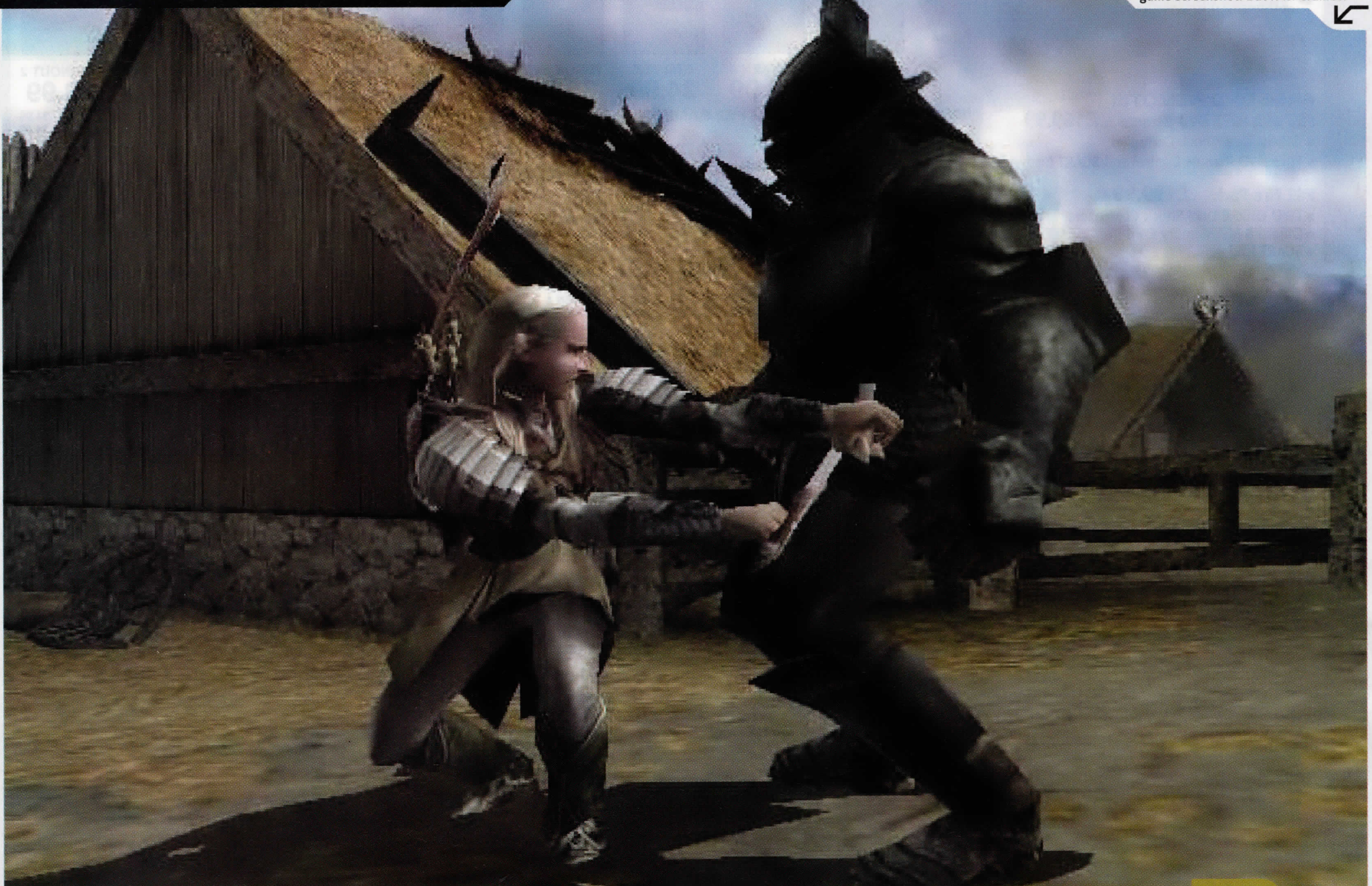


LETS GET LEGOLAS: It's hard to believe, but this is an in-game screenshot. But it is. Crumbs.

OUT UK 8TH NOVEMBER

LORD OF THE RINGS: THE TWO TOWERS

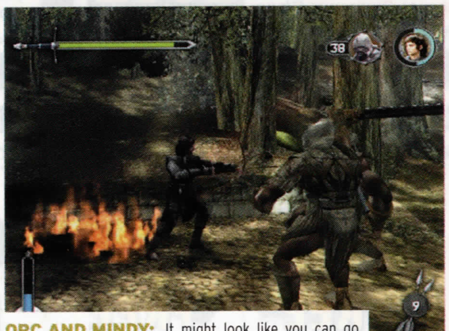
He's a hard hobbit to break! Fight your way through not one, but two of Tolkein's books for beardies. Orc blimey! Eh?

REVIEWER: Daniel Griffiths

Hello Goblin lovers! Big shout out to all you Orc fans! Nuff respek to the beardy massive! So glad you could take time out from painting your die-cast Troll army to read this review. Got your spell book and hundred-sided dice at the ready? Oh yes, a new Lord of the Rings game can only mean one thing – a board the size of a volleyball court, instructions with all the appeal and clarity of F1 telemetry, and the planet's remaining cache of pewter fashioned into wizard figurines. Result!

Fortunately things have moved on somewhat. When JRR Hartley wrote his ring-based goblinery, it was dark, heavyweight stuff, which fuelled a thousand heavy metal fantasies. But this is PS2. This is Beardy-Weirdy: The Next Generation. Take all the action from the movie (rather than the book) and do the whole thing inside a PS2 (rather than on the kitchen table) with a control system that amounts to little more than bashing a few buttons (rather than the live re-writing of the Koran).

And so we have one of world's favourite pieces of literature reduced to a scrolling beat-em-up. Well, not so much a beat-em-up, more a lavish *Gauntlet*. Begin a level, move from start to end, hit things until they fall over. Etc. There's no multiple routes to explore, no interaction with characters from the two movies (apart from

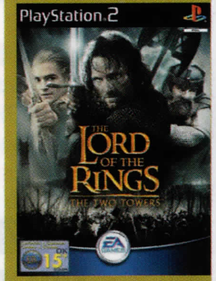


ORC AND MINDY: It might look like you can go bounding through the trees... but you can't.

"BEGIN A LEVEL, MOVE FROM START TO END, HIT THINGS UNTIL THEY FALL OVER. ETC."

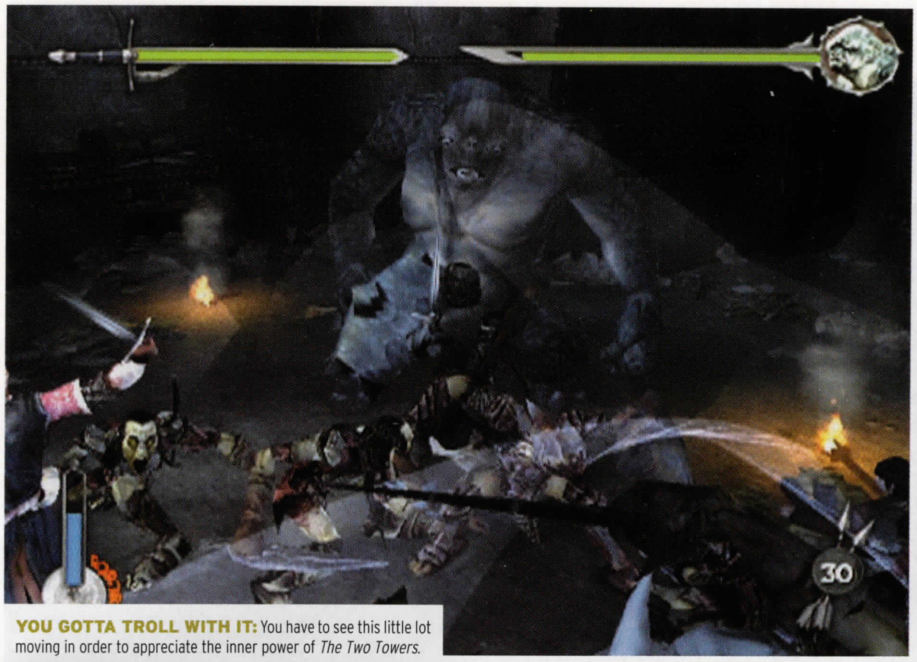
INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  EA
- **PUBLISHER**
  EA
- **GAME TYPE**
  Scrolling Fighter
- **PRICE**
  £39.99
- **ESSENTIALS**
  1 Player, DualShock 2, Memory Card

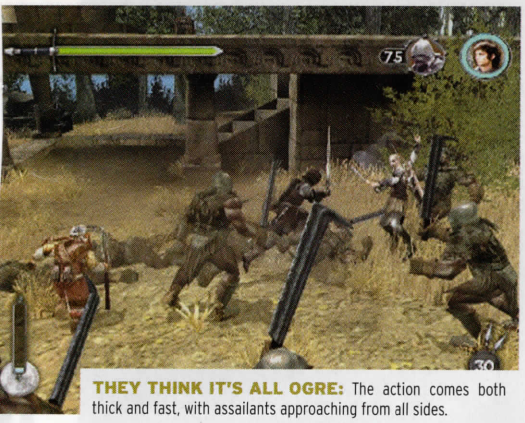


DETAILS

- **12 Levels – including a secret one unlocked by skillful players.**
- **Three selectable characters – each with their own weapons and characteristics.**
- **A huge cast of extras to unlock featuring details of both the movie and the game.**
- **Three difficulty levels – from too easy to unfair.**



YOU GOTTA TROLL WITH IT: You have to see this little lot moving in order to appreciate the inner power of *The Two Towers*.



THEY THINK IT'S ALL OGRE: The action comes both thick and fast, with assailants approaching from all sides.

hitting them with your sword), no solving puzzles, no finding and hoarding goodies, just a long and winding trail of the dead, and potential elephantitis of the right thumb.

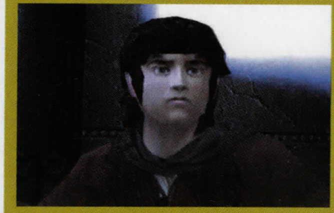
Looks nice, though. The graphics used in-game are difficult to tell apart from the renders at times, and the game's ability to fling around hundreds of supremely detailed attackers without any hint of a struggle had us high-fiving our inflatable Gandalf. And the system of cutscenes, where chunks of the movie merge into render, then into game-engine cutscene, and finally to actual 'you're in control' gameplay is astoundingly well done. It's the best integration of movie and game we've ever seen.

It's worth pointing out that while this game is timed for release with the Two Towers movie (the second in the LOTR trilogy), it actually features action from The Fellowship of the Ring (the first movie), so the first four levels concern the early days of the quest. The result is a totally coherent and weighty package with everything 'LOTR' to date in one officially endorsed place. Bit tight on poor old Vivendi though, who's forthcoming *Fellowship of the Ring* game (a far more conventional action adventure business), features only the events of the first book/movie.

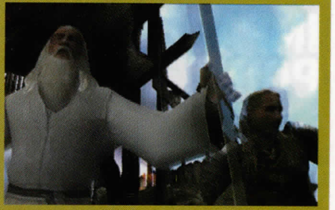
Mind you – as a warning to early purchasers – thanks to the incredible strength of the movie tie-in you'll not only get to play the action from the forthcoming movie, you'll get to see chunks of it too, and thereby completely ruin the plot if you've wisely given the crusty book a wide berth.

THE REEL DEAL

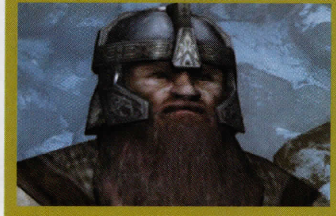
You name it, it's in the game. Orcs? Check. Wizards? Got 'em. Just as *FIFA* features all the real players, so *The Two Towers* features everything that's in the movies, complete with all the likenesses, voices and locations you'd want.



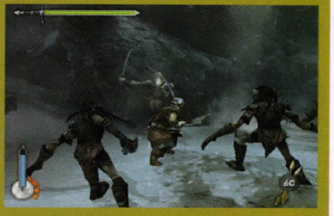
KICK THE HOBBIT: Look at his little face! Elijah Wood signed up to have his head in the game.



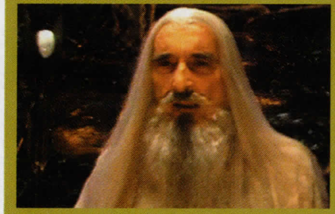
BEARDS FOR FEARS: Lord of the Rings just wouldn't be the same without hirsute Gandalf.



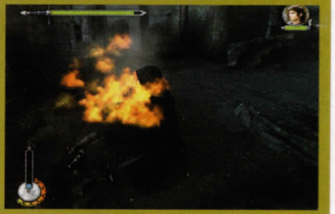
GIMLI SOME LOVIN': Every fighting game needs a fat, slow (but strong) character after all.



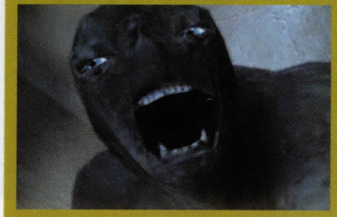
ORC SWORD: There's thousands of these uglies to hack your way through.



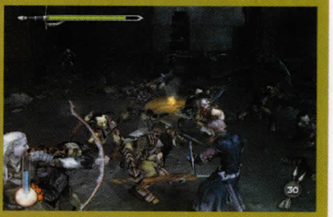
DUSTY LEE: Look! It's Dracula! AKA movie-favourite Christopher Lee as evil beardoid Saruman.



THE WRAITH OF KAHN: These spooks want your ring. Be afraid. Be really quite afraid.



SWISS TROLL: Give us a smile, cheeky. The Cave Troll crops up more than once on your travels.



MINES A LARGE ONE: Look – it's the Mines of Moria *exactly* the same as in the first film.

It's an ideal reminder of the film once you've seen it, though. Every level unlocks an interview or documentary, some to do with the making of the game (and a bit dull as a result) some to do with the making of the movie (and valuable to LOTR obsessives as a result).

So, package-wise, we've got something that's unbeatably faithful to its subject, something that reeks of official-dom and something that pulls a few all-new-on-PS2 ▶

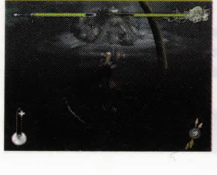
INSIGHT

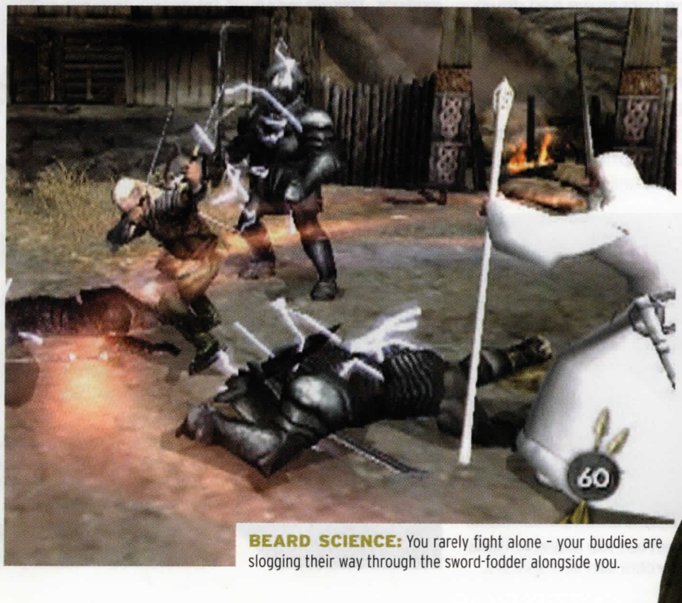
JRR Hartley's first book, 'Fly Fishing' was a factual account of the sport of fly fishing. Despite a licensing deal with Yellow Pages, it was his later wizardy books that brought him the success he craved.

"THE RESULT IS A TOTALLY COHERENT AND WEIGHTY PACKAGE WITH EVERYTHING 'LOTR' TO DATE IN ONE OFFICIALLY ENDORSED PACKAGE"

IMPACT POINT

Particularly worthy of note – and very typical of *The Two Towers*' 'by the book' level construction – is the boss at the end of level three. You'll die a thousand times without even denting him, until you realise that you've got to parry his tentacles into a state of confusion, then chop one off, and then hit him with arrows in the head. Easy...

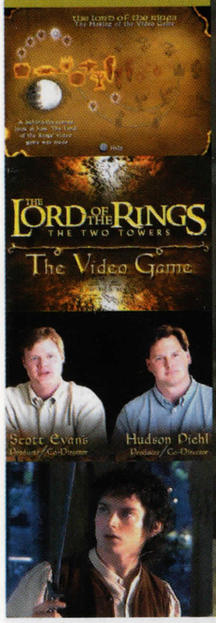




BEARD SCIENCE: You rarely fight alone - your buddies are slogging their way through the sword-fodder alongside you.

IMPACT POINT

Like many other EA games there's a clear, easy-to-understand 'game tree' showing the levels you've completed along with teasingly unavailable slots with instructions letting you know exactly what you have to do to get at their contents. It's all aimed to keep you playing, keep you coming back for more, and keep a smile on your carton.



JOHN WAYNE HOBBIT: Choosing a character for each level sounds clever but it's to make you replay the same levels in order to unlock all the goodies.

"TWELVE LEVELS CONTAIN ALL THE ACTION FROM TWO BOOKS. TWELVE LEVELS? IT'S LIKE REDUCING WAR AND PEACE TO 'LOTS OF RUSSIANS GET KILLED'."

▸ tricks out of the bag visually, too. But that simplistic gameplay we mentioned earlier keeps coming back to hound *The Two Towers* like a posse of particularly resilient Black Riders.

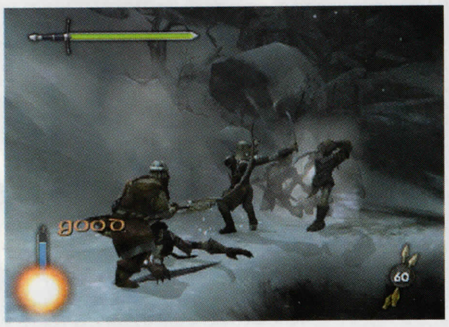
There's no denying that the game's been created with a nod to the 'younger' player. Play it on 'Easy' and it's almost impossible to have anything less than a three-quarter-full life bar. Or rather 'life sword'. And Normal isn't much tougher. Once a boss character's weak point has been established (after several frustrating and totally unwarranted pastings), it's a fairly simple matter to time your sword swishes to his attacks, wait for him to turn around and show you his ass, or use the plentiful weapon top-ups dotted around to give you a clue as to the next course of action. Complete the game once and your second jaunt through is a breeze. We know. We've done it, and all within the space of a weekend.

The real root of the problem is that the levels are surprisingly short (some bosses we had down as mere mid-level sub bosses turned out to be the real thing). It's obvious that rather than stretch out the action and draw attention to the gameplay's rather repetitive short-comings, Mr Developer apparently decided to draw a close to each episode quickly and efficiently before anyone noticed and boredom set in.

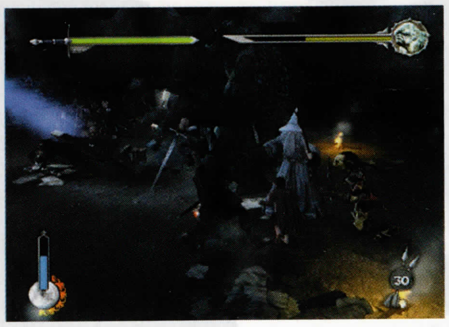
And – third major blow to the *LOTR* codpiece coming up – there's very few of these short levels, too. We've got 12 levels to contain all the action from two notoriously bulky books. Twelve levels? It's like reducing War and Peace to 'lots of Russians get killed'.

So, megabucks movie tie-in, then. As they go, this one is impressive. Pleasing in practically every way. But, like many big name, big business money-spinners, it's a little empty below its signed-on-the-line exterior. Tolkein wouldn't be impressed. He much prefers *Golden Axe*. **PSM2**

The Two Towers is out in November.



BOW SELECTOR: Pressing and holding L1 switches to your bow attack, so you can pick off goons before they soil your chainmail.



CAVE GORMAN: Good job you can't hurt your buddies as, thanks to the random sword flailing, you'd have diced them all on level one.

CRUSTY'S CHOICE

1 **BALDUR'S GATE**
Injects variety and exploration to the familiar hacky-ploddy genre.

2 **LOTR: THE TWO TOWERS**
The second best scrolling 3D combat game on PS2 - but that's not hard, because the others are a bit rubbish.

3 **GAUNTLET LEGACY**
The original and, um, not the best, because it's not any good.

PSM2 VERDICT

GAMEPLAY
+ Lots of things to kill and a neat system of upgrades.
- Kill everything, walk a bit, kill some more, game over...

GRAPHICS
+ Surprisingly detailed and impressively abundant characters.
- Some slightly baffling melee scenes.

SOUND
+ Genuine voiceovers and music lifted from the movies.
- As pompous and overblown as you would expect.

LIFESPAN
+ Despite the name, it features both movies...
- Yet you can still complete it in a day.

OVERALL
With so much chasing and fighting in the movie, the scrolling slasher genre seems ideal. However the result is a simplistic and repetitive game.

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OGRE AND OUT

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SOCOM: US Navy SEALs PlayStation2 goes online

Also reviewed this month: Ratchet & Clank, Colin McRae Rally 3, The Two Towers, Red Faction II, WRC II Extreme, Animal Crossing, Star Fox Adventures, Dead to Rights

E117 on sale November 4

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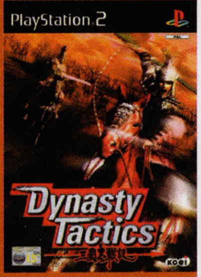
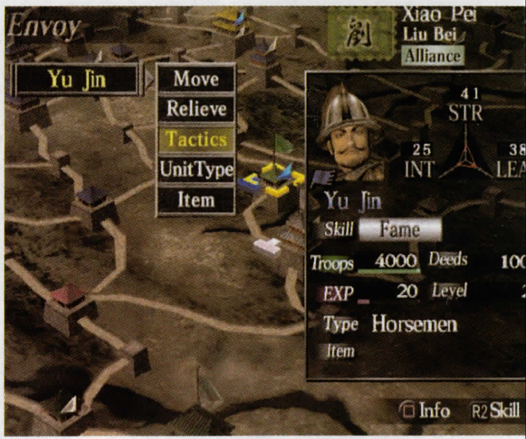
INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Koei
- **PUBLISHER**
  THQ
- **GAME TYPE**
  RTS/Puzzle
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-2 Players, DualShock 2, Memory Card



DETAILS

- Database containing information about the historical figures that appear in the game.
- Three levels of difficulty represented by the three lead characters.
- A combo attack system which allows you to link assaults.



DIPLOMATIC BLAG: Envoys. Send them out and they'll either recruit new members or spy for you.

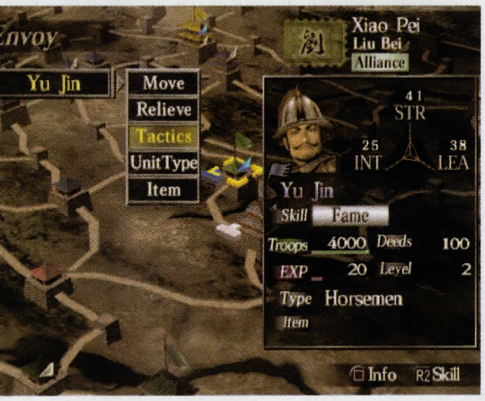
EYE'S RIGHT: Selecting the right generals with the right specials is the only path to victory.

OUT UK 29TH NOVEMBER

DYNASTY TACTICS

More gung-ho than Shogun? Koei's latest historical battle game's definitely a cruel task master.

REVIEWER: Jonnie Bryant



COMBO JET: Push your enemies straight into the path of other units and you'll pull off a chain attack.

Some delusional muppets have been eulogising about Koei's tale of feudal Japan on the Net, but they're obviously a few top knots short of the full Ming Dynasty. This is an OK title at best and, although some elements will tempt you further into the turn-based action, there are too many things that muddy your enjoyment. It's not a result of the battles themselves – which are actually fun in a puzzle-cum-RTS kind of way – but rather a lack of a friendly tutorial mode.

The lessons you learn as you wade through the first few levels come with complimentary rapped knuckles and disapproving Sensei scowls. Things like; only ever save at the map screen, don't pick Lui Bei if you're a beginner, and never rush into a scrap that you've got no option of quitting out from. All hard-won points that improve your performance but do sod-all as far as motivation is concerned. But, for some reason, we kept going back to see if we could better our previous performance or figure out how best to set up the excellent chained attacks between units that guarantee victory. Every time we did, though, the goal posts shifted. The launch of enemy tactics you've got absolutely no defence against, the sudden loss of territory because a general goes turncoat, a pervading uncertainty about what the hell your envoys are doing as they scamper from one province to the next…

> **"WHEN THINGS ARE THIS MUDDLED, ALL THE HERO POWER-UPS IN THE WORLD AREN'T GOING TO MATTER"**

It's not that we don't get off on difficult-to-master games but, when things are this muddled, all the hero power-ups and inventive troop types in the world aren't going to matter.

Which isn't to say there's no fun to be had here. After you've won a few battles and upped your quota of special moves, seeing units link and explode into action certainly becomes a big enough incentive to search out new combos. It's just that these few gems of gameplay are buried deep in a horror of confusing menus and sub-menus which makes any satisfaction totally disproportionate to the sense of fun.

If Koei had eased us in, as we were with *Age of Empires* or even *Conflict Zone*, this might have been up there with their other great strategy title *Kessen*. As it stands, the lack of structural clarity only serves to drag it down and spear it in the mud. **PSM2**

Marching onto the shelves next month and, probably, planning a tactical retreat to the bargain bin post Christmas.

INSIGHT

- One of your generals is call Guan Yu, a historical figure who led the Five Tigers, helped found the Shu Kingdom and was bizarrely known as 'march for 10,000 men'. He's also described as being renowned for his "beautiful long beard". Itchy chin.

BLAKE'S CHOICE

1. **AGE OF EMPIRES**
   Select the Mongul empire as your civilisation and you'll have more fun than *Dynasty Tactics* and *Kessen 2* combined.
2. **KESSEN**
   The original mass marcher from Koei and still their best effort so far.
3. **DYNASTY TACTICS**
   More puzzler than RTS. Tidy looks, but hiding a frustrating control system behind its back.

PSM2 VERDICT

GAMEPLAY
+ Great effects triggered by linking attack combos between units.
- The tutorial chucks you in at the deep end.

GRAPHICS
+The battle cutscenes are as attractive as those from *Kessen*.
- The map screen is duller than brown Dr Scholls.

SOUND
+ Only the Japanese can make sword ka-chings this convincing.
- Yards and yards of tedious, hands-on-hips hero rhetoric.

LIFESPAN
+ A country to conquer and three generals to command.
- You'll probably give up way before it starts getting interesting.

OVERALL

Pain may well be a great educator, but *Tactics* digs deep early on and the scars it leaves smart right up until you forget about them.

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TICTAC-ULAR

OUT UK now

GUNDAM: FEDERATION VS ZEON

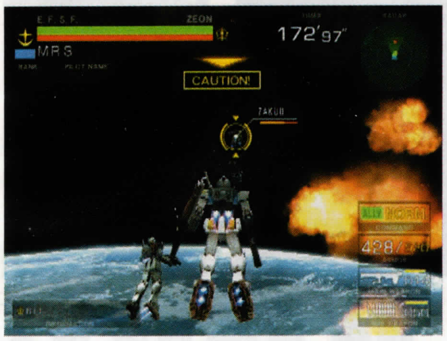
Clunky, leaden and heavy-footed. And we're not just talking about the robots...

When we first waded into *Gundam: Federation vs Zeon*, we were immediately reminded of those classic '80s 'robots in disguise', the Transformers, so much did the game's mech warriors resemble Megatron and co. Sadly, the similarities between the two end there, as this ungainly game offers little in the way of long-term fun.

Based on the arcade game, you pick your side (the goodly Earth Federation or the badass Principality of Zeon), take delivery of an oversized bit of mechanical combat kit (the 'mobile suit'), then blow up lots of other metal lummoxes. You know the score.

Sounds like fun. But it's not. All you do is lean on the shoot button until your ammo runs out, then wallop people with your close-up weapons when they get near enough, until one of you stops fighting. When the last mobile suit triumphs, the game freezes, then shifts to a short cutscene, showing the final *coup de grâce*. Rubbish.

The smug comms operator back at base is also a wind-up – their woefully limited advice includes such gems as "Beware of enemy attacks" and "Behind you", usually delivered just as some leviathan is firing big rockets up your jacksy. And with all the turning ability of a supertanker on a sandbank, it'd be nigh-on impossible to heed their advice anyway. *Gundam: Federation vs Zeon* is little more than a scaled-up version of Robot Wars without the laughs. And about as much fun as a Deep Heat suppository. **PSM2**



MECHING WHOOPEE: Don't wait around getting blown up - get in there and start mixing it up...

INFO

- **DEVELOPER**
  Capcom/Bandai
- **PUBLISHER**
  Infogrames
- **GAME TYPE**
  Mech warrior arcade
- **PRICE**
  £39.99

PlayStation 2
GUNDAM
FEDERATION VS. ZEON

DETAILS

- 200 missions in total.
- Three game modes: Versus, Campaign and Arcade.
- Long and short-range weaponry.

OVERALL

Shallow, repetitive, tired and relentlessly tedious, this woeful game would have sullied even the Amiga's reputation.

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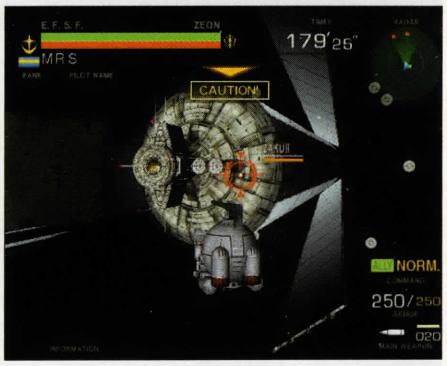
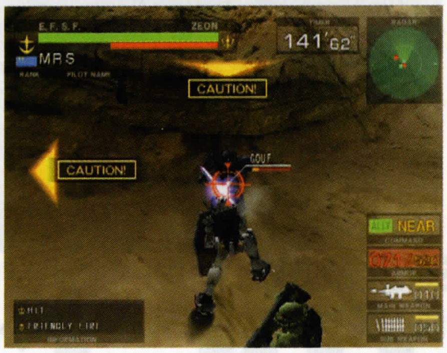
JUNK



GRASP THE METAL: If you just float round looking at the stars, you'll get targeted pretty quickly.



FRIENDLY DIRE: It's very easy to end up taking out your own team members. And it's very easy not to care if you do so.

OUT UK now

RC SPORTS COPTER CHALLENGE

The clue's in the name: it's challenging and it's got copters in it. As for RC? We were once we'd played it...

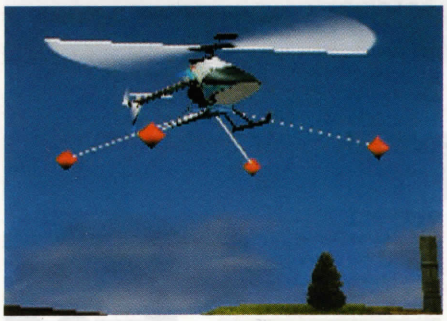
Wow! When we heard that this game lets you pilot tiny helicopters round different environments, we got all excited, huddling round the screen, our eyes shining like eight-year-olds.

Just two minutes later, we were slump-shouldered, mumbling our disappointment into our Sunny D and sloping off to tease the girls in the park. In fact, *RC Sports Copter Challenge* is so completely rubbish, we wouldn't even let our little brothers play it.

It's woefully sub-standard stuff. Due to the iffy camera angles, you can't really see what you're doing, so you end up smacking into solid foliage and bouncing off steel-plated water. Then there's the graphics, which are reminiscent of 1995 and the golden years of PSone.

In terms of details, you've got different game modes, but it doesn't matter which you choose, as each provides inept lurching round the sky, switch-pressing, helping fat hamsters (wha...?) and searching for more fuel before you drop out of the sky. The nearest comparison we can think of is *Sky Odyssey* (79%, Issue #08), but with its soaring, soundless thermal-surfing replaced by the tinny sound of rotor blades and the occasional clunk as you bounce off another bit of scenery.

Admittedly, there is a some pleasure to be had from whizzing round in your whirlybird, but it lasts as long as popping a blister. After that, like the burst blister, it just hurts to fiddle with it. **PSM2**



ROTOR-Y CLUB: This is one of the little remote control helicopters that you get to play with. Marvellous, ain't it not?

INFO

- **DEVELOPER**
  Syscom Entertainment
- **PUBLISHER**
  Xicat Interactive
- **GAME TYPE**
  Flight sim
- **PRICE**
  £39.99

PlayStation 2
RC SPORTS COPTER CHALLENGE

DETAILS

- Nine helicopters.
- Upgradeable parts.
- Four game modes and five practice levels.
- Two-player mode.

OVERALL

About as much fun as pulling your eyelashes out with a dead man's fingers. And hey – rumour is that it's sneaked out before our review.

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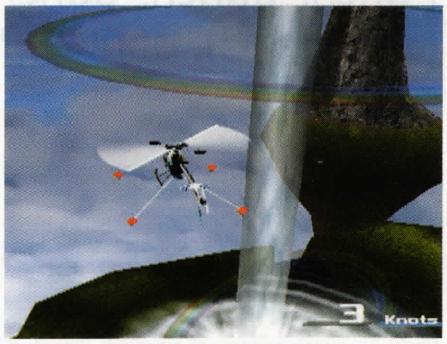
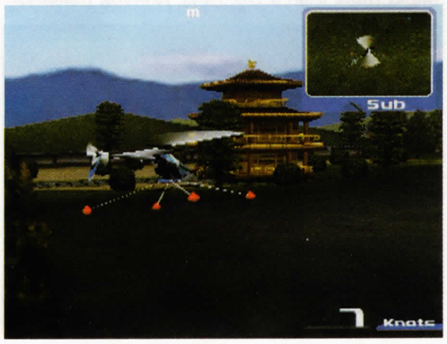
GROUNDED



DENNIS CHOPPER: Free flight offers the chance to explore without worrying about fuel or damage.

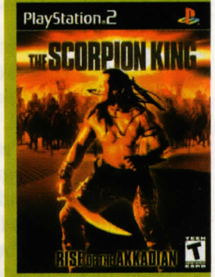


NIPPON THE AIR: This is the Japanese garden level. Very calming. And yet, still shit on toast.

ROCK STOCK: As you progress through the game, you can nab – and use – different weapons.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Point of View
- **PUBLISHER** Vivendi/Universal
- **GAME TYPE** Beat-em-up
- **PRICE** £39.99
- **ESSENTIALS** Memory card, DualShock 2



DETAILS

- Kick 'ass' in the Biblical city of Gomorrah as you 'rise up' against your oppressors.
- Start as a hunk of untrained meat, fight a lot, then become The Scorpion King.
- Many, many levels, with the same characters in different costumes.
- Plenty of moves. Well, some. Well, just punch and kick, to be honest.

OUT UK 15TH NOVEMBER

THE SCORPION KING: RISE OF THE AKKADIAN

Punch, punch, punch, punch, kick, punch, kick, kick, kick, punch, punch. Punch. Punch. Kick.

REVIEWER: Tim Weaver

A quick straw poll in the PSM2 office reveals that no one has seen the film, The Scorpion King. It could have something to do with Spider-Man coming out at the same time. Or, more likely, it could have something to do with the fact that the movie was an absolute, wretched turd.

Appropriately, the digital version of The Rock's big screen outing is also rubbish, though at a pocket-cleaning 40 notes, ends up costing rather more than a two hour yawning marathon at your local multiplex. In fact, it's hard to imagine how this slice of coded tat could've been worse.

SNAKE ON ME: Rubbish bosses don't help proceedings. These four snakes rise up and then just sort of look on, uninterestedly.

You play Mathayus, a young(ish) and mostly inexperienced warrior who – after being put through his paces in the game's unintentionally hilarious training sections – gets sent on an important and probably pretty deadly mission to free the... people of... Akkadia... from a... oh, who cares. The plot is flimsy and laughable drivel, based partly on the film and partly on some notes one of the developers probably left on the back of a serviette in McDonalds. As you'll quickly find out, everything in the game is secondary to a relentless barrage of punches and kicks – and the occasional clay pot.

The Scorpion King is about as complex as Gary Barlow. You walk into a dead-end and a group of numbskull enemies fade in from in front of a wall and run towards you. You have two choices: you fight or you run. If you run, you eventually have to fight anyway, but it makes for an enjoyable little interlude as you peg it v-e-r-y s-l-o-w-l-y around the levels with a group of eight or ten soldiers following at a similar pace a couple of steps behind.

Turn to fight and you're presented with five choices: punch, kick, jump and kick, block and kick, or special. Because the last three are – for various reasons – too laborious to bother even thinking about, it really just comes down to the punches and kicks. And then that's your lot. You just have to repeat until your body shuts down.

If you think we're joking, think again: this is a game so appallingly short-lived, so devoid of any interest, that it almost beggars belief that anyone would touch it with bargepole, let alone waste cash into placing it on shelves for people to point at and dogs to cock their legs on. **PSM2**

You can smell exactly what the Rock is cooking in November.

INSIGHT

- The Rock was in The Scorpion King with Michael Clarke Duncan, who was in The Green Mile with Tom Hanks, who was in Apollo 13 with Mr Kevin Bacon.

SANDMAN'S CHOICE

1. **CONFLICT: DESERT STORM** Far from faultless third-person action-shooter, but a sublime use of sound effects and tension.
2. **SMUGGLERS RUN** Beautiful physics, endless, undulating sand dunes, this is a highly enjoyable high speed pursuit on the US-Mexico border.
3. **THE SCORPION KING** If this was a beach, it'd be Sellafield.

PSM2 VERDICT

GAMEPLAY
+ Some nice special effects. If, by 'some', you mean 'one'.
- Everything else. This game is a walking quarantine zone.

GRAPHICS
+ A few decent environments.
- Slow pacing, clunky animation and a juddery framerate.

SOUND
+ The Rock does his own voice. Something, we suppose.
- Ancient Egyptians sounding like hicks from Alabama.

LIFESPAN
+ Lots and lots and lots and lots and lots of fights.
- No incentive to play. At all.

OVERALL
Cack-handed combat is the main cause for woe in this useless movie licence. But everything else is pretty atrocious too.

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KING PONG

THE ART OF AN ASSASSIN
PC CD-ROM
PlayStation.2
XBOX

THE SPEARED LEG
Blood type "A" on wooden floor.
Specialist equipment: Crossbow
Produced in China 2002.

Donated by: Masahiro Haiamoto

HITMAN 2™
SILENT ASSASSIN

Io-Interactive

EIDOS
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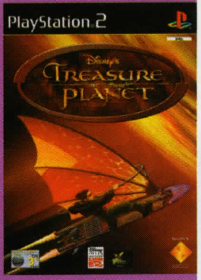
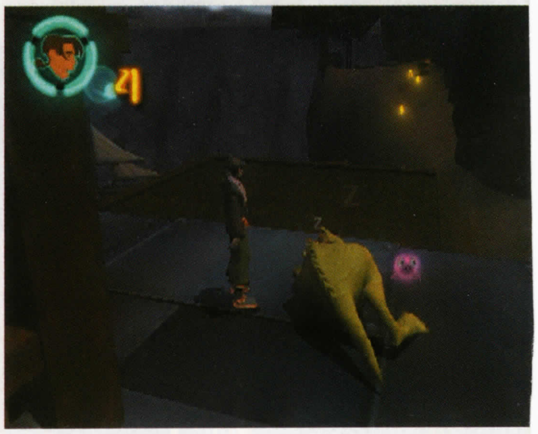
INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Bizarre Creations
- **PUBLISHER**
  Sony
- **GAME TYPE**
  Platform
- **PRICE**
  £34.99
- **ESSENTIALS**
  1-Player, DualShock 2, memory card

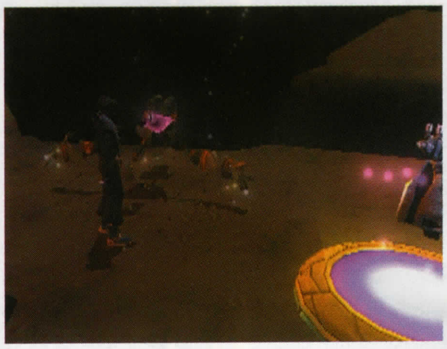


DETAILS

- **Your constant companion – Morph – can transform into essential gadgets.**
- **A chance to race and do tricks using Jim's Solar Surfer.**
- **18 spacious levels to bounce across.**



DOWN THE CATCH: Straight out of *Jak & Daxter*, this. Collar the fleeing creature and open up the next level.



MECH MY DAY: Getting tooled up with cyborg arms is the best way to tackle robotic bad things. Clankers.

OUT UK 31ST JANUARY

TREASURE PLANET

Disney's latest takes on the Robert Louis Stevenson classic – and turns out nautical but nice.

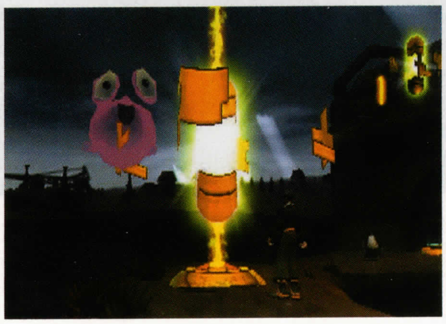
REVIEWER: Joel Snape

Right, this'll be easy. [Cracks knuckles...] Disney game, eh? [Smirks cruelly...] That'll be another swift kicking and a spot on the pile next to *Stitch Experiment, Monsters Inc.* and *Peter Pan*, then. [Puts kettle on...] Oh, hang on. This doesn't look as bad as we... hmm, that's actually very... hey, that's really... wow.

It's not as surprising as you'd think, though. Bizarre were the team behind *Fur Fighters*, so they know platforming. They've essentially ripped off the *Jak & Daxter* ethos of mingling tasks (reaching inaccessible areas, catching skittish animals) with collecting hundreds of floaty gold things, making for a pleasingly forgiving game structure. They've made clever use of Jim Hawkins' (oh, that's right, it's a sci-fi take on Treasure Island) morphing pink fishy pal, forcing you to tackle puzzles by transforming him into a pair of cyborg arms or a switch-pulling glove. Then they've lobbed in a couple of race levels that actually surpass *J&D*'s A-Grav Zoomer sections, adding grinds and tricks to create something reminiscent of *Airblade*'s less annoying levels.

They've topped it off with little touches that genuinely show they *care* – anti-grav platforms tilt slightly as you sprint across them, for instance – disparaging unpleasant thoughts about Disney cash-ins. Challenges 'teach' you important skills, fighting's cleverly handled – and it's about as far from the contrived idiocy of *Return to Neverland* as it's possible to get.

Jesus, we must be getting soft. That's the only explanation. Except... there's no real reason to hate *Treasure Planet*. It's clever in all the right ways, including an auto-cling-to-platform feature that's *just* forgiving enough on miss-timed jumps, a free-look that dismisses any camera niggles and unobtrusive saving/restart points. Apart from some tacked-on scenes from the film, there's no sense of this being a kids' game, with none of the patronising taint that that usually involves. It certainly isn't the best platformer on PS2, but it's a far cry from the recent Disney fare. When it makes the inevitable trip to the EB bargain bin, it might even qualify as buried treasure. **PSM2**

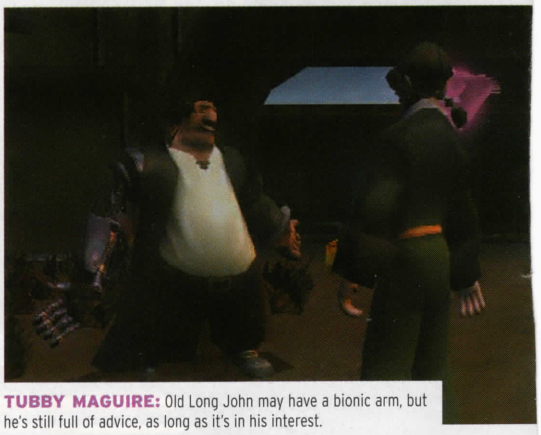


PIECES OFF CRATE: Thankfully, no. Instead you get to collect items until these big golden lozenges pop up out of the ground.

Treasure Planet is – what did you expect? – set to tie in with the McFlurry of merchandising accompanying the film...

INSIGHT

- **David Hyde Pierce – Frasier's brother Niles and the voice of Sideshow Bob's homicidal brother Cecil – provides the Brit accent of Dr Doppler in between levels.**



TUBBY MAGUIRE: Old Long John may have a bionic arm, but he's still full of advice, as long as it's in his interest.

LONG JOHN'S CHOICE

1 **RATCHET & CLANK**
The PS2's only essential platformer - with an entertaining robot as a backpack.

2 **JAK & DAXTER**
Now out on Platinum: 20-odd hours of collecting things and putting up with a wisecrackin' meerkat.

3 **TREASURE PLANET**
Or *Jim & Morph*, to keep up the theme - not as polished as the big boys, but not a decision you'd regret.

PSM2 VERDICT

GAMEPLAY
+ Cleverly pitched and rarely frustrating.
- Nothing you haven't seen before.

GRAPHICS
+ Smart light effects on the energy power-ups.
- A bit purply-brown. Like the film, in fact.

SOUND
+ Listening to Niles do the mission briefing.
- Listening to Jim go "wah-hoo!"

LIFESPAN
+ Lots to do if you're going to tackle every Beacon.
- You'll stroll through the first few levels with ease.

OVERALL
Arrr, Jim lad. A game you might find at your young cousin's house that wouldn't immediately make you want to give him *GTA3*. Lovely.

RUM

75

THE ARTIST
OUT NOW!
PC CD-ROM
PlayStation.2
XBOX
HITMAN 2

HITMAN 2 - SILENT ASSASSIN

Enter the mind of a genetically-engineered assassin-for-hire, whose deadly efficiency is now needed more than ever. Lured back into a global ring of deception by a twisted Russian crime boss, he must kill not only to make a living, but to continue living. This time it's not just business...**it's personal.**

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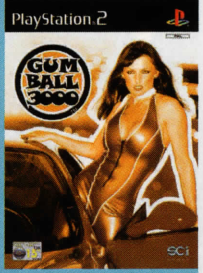
3 RD
00:19:96
HYPER +0.02
HYPER +0.39
3RD
76 MPH

INFO

CODE TESTED
PAL (UK)
DEVELOPER
SCi
PUBLISHER
SCi
GAME TYPE
Racing
PRICE
£39.99
ESSENTIALS
1-2 players, DualShock 2, Memory card



DETAILS

- The game tries to capture the 'spirit' of the real Gumball rally, and features 14 stages across seven countries.
- Four goals to achieve in each stage.
- 21 vehicles and four different game modes.

00:14:41
3RD
GUMBALL
6TH
156 MPH

WHACKY PACES: They're reckless, they're risky, they're not afraid to leave the soft top down in the rain. That's *Gumball* for you.

00:07:10
3RD
63 MPH

E BY GUMBALL: Each country has a 'driving test' challenge. In the UK, it's to collect pills for the night's party. Wild, baby.

OUT UK NOW

GUMBALL 3000

Sports cars, champers and sex? This gives a whole new meaning to celebrity burnout.

REVIEWER: Nick Ellis

There's nothing quite like photos of attractive ladies reclining in their smalls to get the motor running, and collecting 60 such saucy snapshots is the aim of SCi's answer to *Burnout 2* and *Need for Speed*. Sorry, no, that's not right. The aim is to win the Gumball rally, a glam-rammed 14-stage illegal road race that spans half of Western Europe. The pics are just a reward for successful racing. Yes.

Before there's even a hint of a wet swimsuit, you'll have to pick out a ride. The game carries no official licences, unfortunately, but all the vehicles are faithful representations of the real thing, without actually being, y'know, *the real thing*.

You begin with a choice of five models, but the full garage of 21 boasts everything from ATVs to a not-a-Porsche-911 and some throaty Le Mans cars. The handling favours an arcade style over realism, and while this is no bad thing, petrol-head purists might baulk at the floaty feel and lack of mechanical tinkering options.

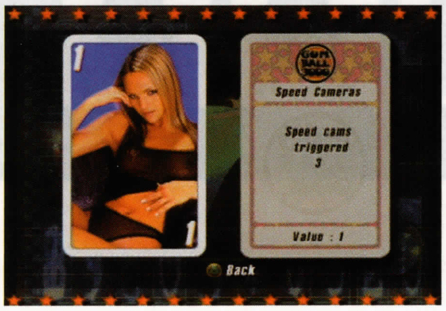
Once you're saddled up, each stage pits you against two other drivers as you race from checkpoint to checkpoint, weaving in and out of traffic trying to make your way through the field from 21st place. The scenery changes depending on which country you're in, but all are filled with painfully narrow roads and natural obstacles such as hidden dips and blind corners. The local Polizei are also out to thwart you, although they're pretty easy to shunt from the road.

In addition to the racing, there are four 'ooh, aren't I naughty' goals to complete for each stage, and nailing these earns you points to unlock new stuff, plus those pics we mentioned earlier. Miss 'trigger three speed cameras', 21, from Leicester, is a particularly fine example. Gumball Squad, where you play as the police, King Of Gumball and a two-player option make up the other modes.

While the game whips along very nicely and is all good, if somewhat fleeting fun, there are two main problems with *Gumball* – the aforementioned *Burnout 2* and *Hot Pursuit*. Both offer a similar experience but deliver it better in every way: slicker vehicles, meatier crashes, greater speeds, bigger environments. It's not that *Gumball* is a bad game, it's just a let down in comparison. Mind you, you don't get a slice of softcore in the other two. **PSM2**

Gumball's in shops now.

"IN ADDITION TO THE RACING, THERE ARE FOUR 'OOH, AREN'T I NAUGHTY' GOALS TO COMPLETE"



BREAST OF BRITISH: Success is rewarded with cards like these – who says videogames are just for boys, eh?

INSIGHT

Between races, you're 'treated' to snippets of footage from the real Gumball Rally, which runs along with some commentary telling you just how 'wild' these spoilt celebs are when they party. Among the stars are Goldie, Jamiroquai and Bez.

JAY KAY'S CHOICE

1. **BURNOUT 2**
   Gorgeous to look at and criminally good to play – driving at its very finest.
2. **NEED FOR SPEED: HOT PURSUIT 2**
   Belting a Lamborghini Murcielago at high speed through traffic? Nuff said.
3. **GUMBALL 3000**
   Fun-but-shallow celebrity-inspired speed hike across the EU. Not bad, but not great.

PSM2 VERDICT

GAMEPLAY
+ Fast and furious fun for wealthy speed freaks.
- The stages are a bit samey and the handling is too basic.

GRAPHICS
+ The European countryside looks mighty fine.
- Minimal car deformation even after head-on collisions. Why?

SOUND
+ One of the female drivers shouts: "Big car, small penis."
- Generic dance tracks and oft-repeated catchphrases.

LIFESPAN
+ Collecting all the rude photos is a fairly lengthy task.
- Winning the Gumball should only take a few attempts.

OVERALL
Superfast road racing that's fun while it lasts. But there are superior examples of the genre already out there.

73

GUM & GUMMER

OUT UK NOW

FOOTBALL MANIA

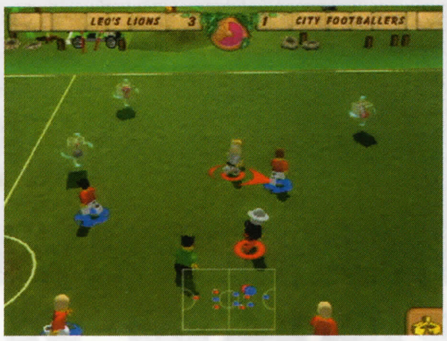
Fancy playing football as a plasticised, square-headed David Beckham. Um... anyone?

You may have noticed something odd about the players in this game. Yup – they're made from Lego. Whether the decision to drop the plastic brick manufacturer's name from *Football Mania*'s title was a deliberate one to fool non-Lego fans is unclear. What's crystal though is that this is another extremely average title aimed squarely at the 'younger' gamer.

The beautiful game – Lego style – has been boiled down to its bare bones. The ball cannot go out of play (doing away with all those troublesome throw-ins and corners), offsides and fouls no longer exist and plays have been limited to passes, long passes and shots. To liven things up, a variety of power-ups have been liberally scattered all over the pitch, giving you a range of odd abilities, from turning the ball into a missile to reversing your opponent's controls.

While *Football Mania* is brash, bright and accessible enough for the under tens, its limited gameplay will soon become very dull even for them. The game's third division controls means that goals are scored almost randomly and hinge upon whether the AI-controlled keeper decides to make a save or not. Initially, the power-ups lift the game a little, but as acquiring most of them gives players little or no discernible advantage, there's barely any point in picking them up.

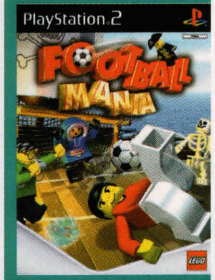
Despite its Legoland setting, *Football Mania* is nowhere near as much fun as it appears. If you're going to spend 30 quid on your kid brother, invest it in a load of plastic bricks instead. **PSM2**



STUFF-ANY POWERS: Despite power-ups littering the pitch like toilet rolls, nabbing them does little to enhance your play.

INFO

- **DEVELOPER**
  Silicon Dreams/EA
- **PUBLISHER**
  Silicon Dreams/EA
- **GAME TYPE**
  Sports
- **PRICE**
  £29.99



DETAILS

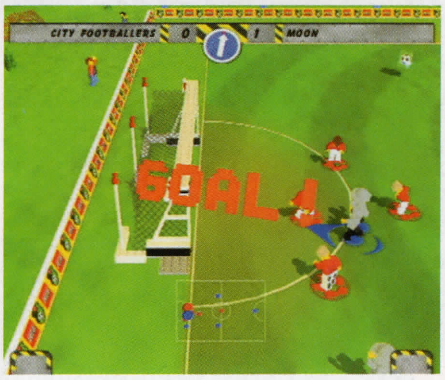
- 150 of those brickhead Lego characters.
- A choice of 23 football environments.
- Eight power-ups to collect.

OVERALL

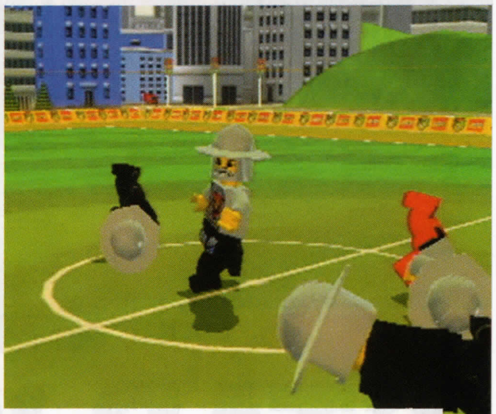
Despite its up-beat cartoon appearance, this flat lifeless football title for the under tens is far more GBA than PS2.

49

PLASTIC



MAN USHITED: Scoring goals is more about Bartez-style mistakes, than any skill on the scorer's behalf.



LEGO OF ME! Bang one in the onion-bag and your little Lego men indulge in some 'interesting' celebrations. Hmmm...

OUT UK NOW

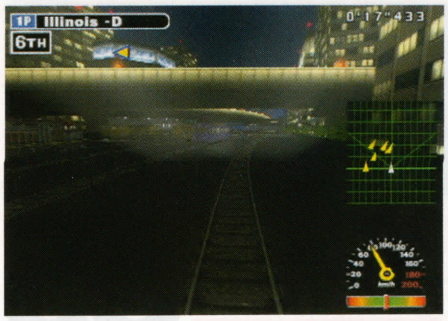
XTREME EXPRESS

Souped-up racing trains with go-faster stripes? Taking the 9.15 to Paddington will never be the same again.

Arguably the most unlikely racing game in existence, *Xtreme Express* gives you control of the infamous dead-man's-handle, as the world's most powerful locomotives battle against each other in a Grand Prix-style competition. Bizarre but true, train racing is what this game's all about, but what's even stranger, is that it's not quite as pedestrian as you might think.

The left analogue stick controls your speed, while the right one adjusts the weight of your train (which is essential if you want to avoid derailing at every corner). A quick tap of R2 and R1 lets you change direction at track intersections, allowing you to barge your five intercity rivals right off the track if you so wish. Once your ponderous locomotive has reached top speed, races become fast and extremely furious as you screech around corners trying to smash your opponents off bridges and into dead ends. Races finally end when you reach your destination station. But rather than winning by merely taking the chequered flag, here you've got to slam on the emergency brakes and stop directly adjacent to the platform to get first place.

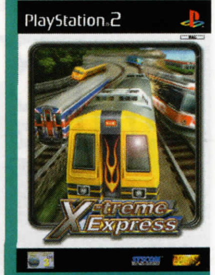
Xtreme Express is never going to win anyone over with those drab, murky visuals and elementary presentation. However its original control system and the bizarrely violent nature of its races may convert just a few of us into anoraked railway enthusiasts. **PSM2**



UNDERGROUND FORCE: Subterranean railway systems are never going to make for the most appealing of race environments.

INFO

- **DEVELOPER**
  Syscom
- **PUBLISHER**
  Midas
- **GAME TYPE**
  Driving
- **PRICE**
  £15



DETAILS

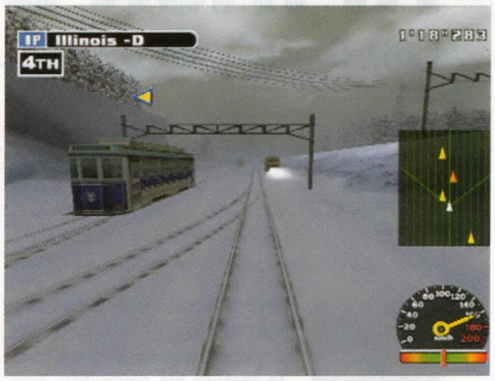
- 12 racing environments.
- Over 100 trains, with unique characteristics.
- Two player head-to-head mode.

OVERALL

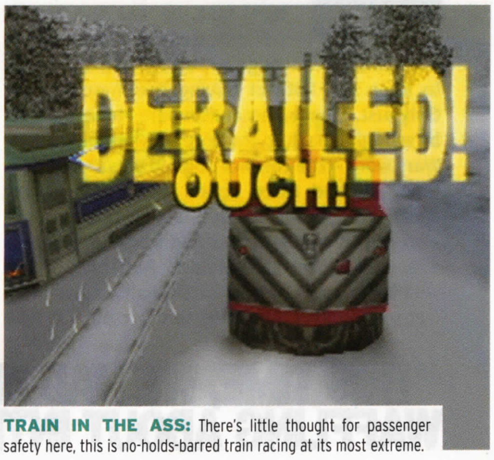
Not much to look at, but bizarre and original enough to warrant a 15 quid punt if you're after a racer that's well off the beaten track.

60

GOING LOCO



SHINE IT UP RAIL NICE: Hitting R2 or R1 will adjust the track ahead and allow you to change direction.



TRAIN IN THE ASS: There's little thought for passenger safety here, this is no-holds-barred train racing at its most extreme.

OLIVER CLONE: All the Troopers are CGI – there's not a single bloke in a suit.

OUT UK now

STAR WARS: EPISODE II
ATTACK OF THE CLONES

Can beardy George Lucas save his stars by launching a war? Maybe.

STARRING	Hayden Christensen, Natalie Portman, Ewan McGregor, Samuel L Jackson, Christopher Lee, Anthony Daniels, Temuera Morrison
DIRECTOR	George Lucas
CERTIFICATE	PG
PRICE	£24.99

After the resounding dull thud that was The Phantom Menace, George Lucas needed a miracle to restore his credibility. Sure, Menace had raked it in at the box office, but in the eyes of loyal fans, he was one big fat sell-out. So with Attack of the Clones, did he manage to salvage enough kudos to keep the faithful buying the merchandise? Only just. Clones succeeds where Menace failed, by swinging back to the core of what makes Star Wars work – the conflict of good versus evil. This time, we had more action and less waffling about interstellar politics. Sadly, however, we also had to endure one of the worst love stories ever committed to celluloid. And one of the whiniest heroes in Anakin Skywalker, a walking wet teabag with the power to move objects with his mind, fly Speeders really fast and moan for Tatooine about his lot in life. Bring on the near fatal accident with a volcano rumoured to complete his transition to Darth Vader, we say. At least then he'll be cool.

CAN YOU DIGI IT?

Elsewhere in Clones, it's business as usual. The dialogue's as wooden as a Thunderbirds puppet, the story's basic at best and the actors are mostly there to react to the computer animation. Lucas' endless drive to push the boundaries of what effects can do, means that a good 80% of the movie takes place in entirely computer generated backgrounds, populated with digital characters. This works brilliantly in some cases – the Speeder chase through Coruscant's skyways is full of adreno-tainment and the final battle is – pardon us – explosive. But there are also the useless segments, with the Droid Factory fight sequence an especial embarrassment. Included at the last minute, it's not so much an action sequence as a platform game brought to life. Just not very well. But if Tomb Raider proved anything, it's that games are far more fun to play than watch.

To his credit, Unkie George (or rather, his talented effects crew) still managed to pull off one or two storming sequences in this episode. The Yoda fight remains one of the most cheer-worthy moments in this year's crop of summer flicks, and there's also the cracking (albeit short) scrap between McGregor's Obi Wan Kenobi and Morrison's Jango Fett, finally showing off what that Mandalorian armour suit can do.

Disc junkies will also enjoy the fact that Lucas and co. go all-out to provide decent extras, with a commentary track, loads of documentaries (the sound design documentary is, oddly, fascinating) and a wealth of deleted scenes. **PSM2**

> **'THIS TIME, WE HAD MORE ACTION AND LESS WAFFLING ABOUT INTERSTELLAR POLITICS'**

INSIGHT

- **Christopher Lee's face was composited on to those of stuntmen for fight scenes.**
- **The original Lars homestead from Star Wars was duplicated for Clones.**
- **None of the Clone Troopers are men dressed up in suits – they're *all* digital.**

WARS CHOICE

1. **STARSHIP TROOPERS**
   All-out war gore against big bugs.
2. **BLACKHAWK DOWN**
   War as visceral nightmare in true-life tale from Ridley Scott.
3. **THE PHANTOM MENACE**
   Shoddy plot, but nifty effects and a great disc.

PSM2 VERDICT

EXTRAS

Audio commentary ◻ eight deleted scenes ◻ From Puppets to Pixels documentary ◻ State of the Art: The Pre-visualisation of Episode II documentary ◻ Films are not Released: They Escape Sound documentary ◻ three behind-the-scenes featurettes ◻ web documentaries ◻ Across the Stars music video ◻ trailers ◻ TV spots ◻ promotional materials

OVERALL

A far better effort than Phantom Menace, but it's still clearly stamped with Must Try Harder. Roll on Episode III, though...

85

HOME A CLONE

OUT UK NOW

SPIDER-MAN

Your friendly neighbourhood Spider-Man swings onto shiny disc in a superb flick…

STARRING	Tobey Maguire, Kirsten Dunst, Willem Dafoe, James Franco, Cliff Robertson, Rosemary Harris, Bruce Campbell, JK Simmon
DIRECTOR	Sam Raimi
CERTIFICATE	12
PRICE	£24.99

Thanks to Sam Raimi (and, to a lesser extent, X-Men helmer Bryan Singer), superhero movies have been saved from a fate worse than death. Yes, Joel Schumacher, the man who ruined the Batman franchise, has been kept well away from Spidey. In bringing the web-spinner to the screen, Raimi has not only made a convincing adaptation of the comic book (with one or two minor changes that only rabid fans will, well, get rabid about) but he also delivered one of the summer's best viewing experiences. Spider-Man is that rare jewel: an event film with at least half a brain. In choosing solid actors over action stars, Raimi has brought the heart of the comic forward.

Tobey Maguire's Peter Parker is suitably nervy and awkward, and yet he's assured and light on his feet when he finally makes the transition into his spider-form. Kirsten Dunst, although saddled with a thanklessly light role as love interest Mary Jane, shines as a vulnerable yet feisty gal that any superhero would fly/run/transport/whatever to rescue from peril. Then there's Willem Dafoe, making a rare appearance in a summer film (he was probably scared off after the nightmare of Speed 2), who finds the logic among the cackling panto style of the Green Goblin and his alter ego, Norman Osbourne. And yet, even when he's at his most histrionic, Dafoe keeps the character believable, never seeking to steal the screen, as with the Batman villains.

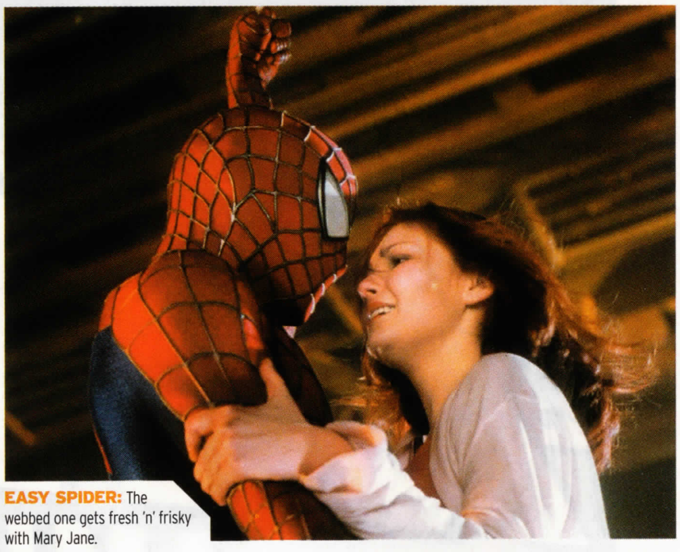
WALL SCRAWLER

And, amazingly, even the script works. Sure, we would've appreciated one or two more of the trademark Spidey quips, but there'll be room for that in the sequel. The SM screenplay is a savvy, witty mix of typical comic-book dialogue and believable interaction, pulled off with style by Jurassic Park scribe David Koepp.

It's a huge irony, then, that in an era when summer movies are all eye-candy and no brain food, that Spider-Man's only real disappointments come in the shape of the effects. A Matrix-inspired Spider-sense shot aside, Peter Parker's first tries at testing his abilities are let down by some truly terrible CG effects, with unconvincing matte work and dodgy virtual stuntmen that just scream fake. And as for the Goblin's costume? It looks like something a villain in a Power Rangers flick would wear. Plus, when you have a maniacally expressive mush such as Dafoe's to exploit, do you really want to cover it up with a plastic mask? Plus it's jeers to Batman scorer Danny Elfman, who's caught lazy composer disease and is happy to recycle bits of Men In Black and anything else he's ever done, without giving Spidey a memorable theme. But those are minor problems. Be grateful that Raimi's in the driving seat for the follow-up. Based on his work here, Spider-Man has a healthy web of films in front of him… **PSM2**

INSIGHT

- Raimi regular and Evil Dead star Bruce Campbell plays the wrestling announcer.
- Nicolas Cage and John Malkovich were offered the Goblin role.
- James Cameron wrote the treatment on which the film is based.



EASY SPIDER: The webbed one gets fresh 'n' frisky with Mary Jane.

SUPERHERO CHOICE

1 **SUPERMAN**
Mr Reeve wears his pants over his trousers. Legendary.

2 **BATMAN**
Tim Burton's moody, fantastic take on the Dark Knight.

3 **X-MEN**
Bryan Singer updates a great book as a slimline flick.

PSM2 VERDICT

EXTRAS

Interactive comic book ▣ audio/video commentary ▣ behind the scenes featurettes ▣ blooper reel ▣ Tobey Maguire screen tests ▣ music videos ▣ DVD-ROM content ▣ a conversation with Stan Lee ▣ The Art of Spider-Man documentary ▣ animated character files

OVERALL

Excelsior! Spider-Man leaps on to the silver screen with style and guts. Despite the lacklustre effects, Raimi pulls it off impressively.

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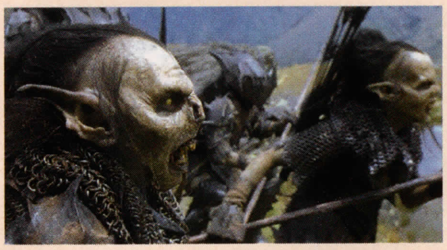
SPIDER-SENSIBLE



LORD OF THE RINGS: 4 DISC DIRECTOR'S CUT EDITION

OUT UK NOW

STARRING	Elijah Wood, Ian McKellen
DIRECTOR	Peter Jackson
CERTIFICATE	12
PRICE	£29.99

We've already reviewed the film itself (though presented here is a Director's Cut with 30 minutes more footage), so this is the one for all you features junkies out there. The LOTR Collector's Edition is so loaded with extras that we'd need a four page article to chronicle 'em all, but the highlights include a full commentary by Jackson, a huge Behind The Scenes/Making Of piece, looks at how the book was scaled back for the film and the development of the costumes. If you only want the film, buy the two-discer. If you're after the full story, this is the set to splash that cash on. **PSM2**

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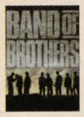
BAND OF BROTHERS

OUT UK NOW

STARRING	Damien Lewis, Ron Livingston
DIRECTOR	Various
CERTIFICATE	TBC
PRICE	£59.99



Steven Spielberg and Tom Hanks bring you Saving Private Ryan: The TV Series. Fortunately, it cuts out the dull, patronising pontification about war and gets on with all the good stuff we like – big battles and grunting heros bonding under fire. The cast is mostly a bunch of TV-unknowns, with one or two famous faces sprinkled among them, but once the mud starts flying, you really won't care who's who anyway. It's superior telly, with the production values of a movie and riveting from start to finish. The set includes a look at the real people behind the brothers. **PSM2**

79

ALSO RELEASED

THE BOND COLLECTION
Released Out Now **Cert** 12 **Price** £199.99
A new Bond movie means yet another pricey DVD collection. Take heart, though – you can buy them all separately. **60**

VANILLA SKY
Released Out Now **Cert** 15 **Price** £19.99
This remake of Spanish thriller Open Your Eyes divided critics and audiences alike, but it's a great watch. **78**

RED DWARF: COMPLETE SERIES ONE
Released Out Now **Cert** PG **Price** £19.99
Red Dwarf has held up well, with a witty script bolstered by spot-on comic performances. Still classic. **74**

TOP SECRET!
Released Out Now **Cert** 15 **Price** £15.99
Val Kilmer's the agent sent to battle the bad guys. May not live up to its predecessors, but still damned funny. **65**

UNFORGIVEN: SPECIAL EDITION
Released Out Now **Cert** 15 **Price** £19.99
Clint Eastwood is an old gunfighter forced to help out a friend. A masterful exhumation of the Western genre. **82**

FUTURAMA SERIES 2
Released Out Now **Cert** PG **Price** £29.99
Matt Groenig's sci-fi series, round 2. Futurama may not match up to Homer and co., but what could? **75**

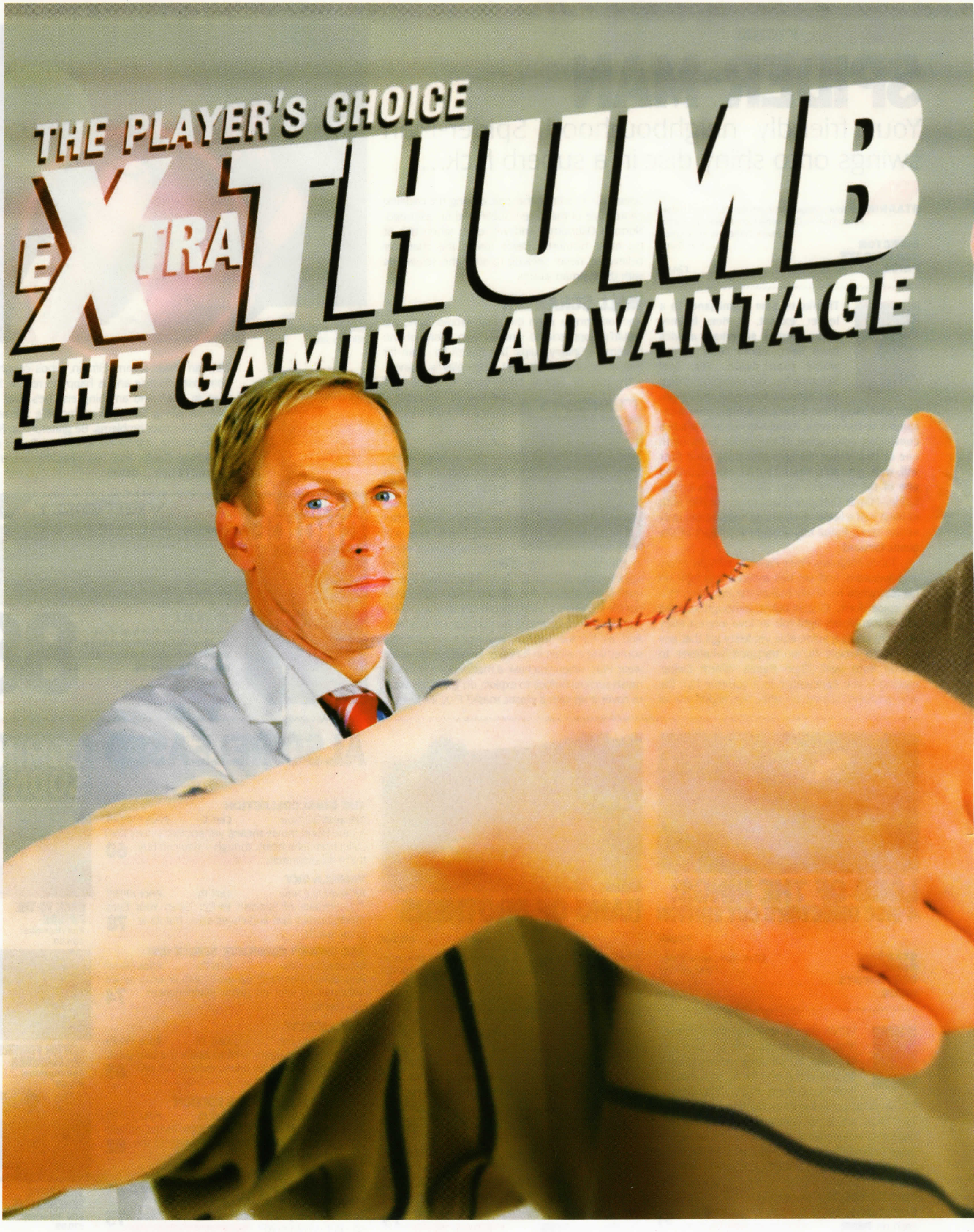
COMING SOON

BACK TO THE FUTURE
2nd December
£34.99

AUSTIN POWERS IN GOLDMEMBER
2nd December
£19.99

THE ROYAL TENENBAUMS
2nd December
£19.99

Kobal Collection/United Artists


THE PLAYER'S CHOICE
EXTRA THUMB
THE GAMING ADVANTAGE

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IMPROVE YOUR GAMING WITH OFFICIAL PLAYSTATION 2 MAGAZINE
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THE UK'S BESTSELLING PLAYSTATION 2 MAGAZINE
PlayStation®2 OFFICIAL MAGAZINE-UK
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30 NEW PS2 GAMES RATED
GTA: VICE CITY So good, it's criminal
THE LORD OF THE RINGS You Tolkien to me?
FORMULA ONE 2002 Nothing compares to Schu
RED FACTION II Blow holes in stuff!
IT'S ALL IN OUR BIGGEST REVIEWS BLOWOUT EVER!
EXCLUSIVE UK REVIEW!
GTA: VICE CITY
CALL 911! Rockstar's one-man crimewave hits Miami
WRC II EXTREME
Will the official WRC game redline your heart rate...?
EXCLUSIVE PLAYABLE DEMO!
colin mcrae rally 3
7 EXCLUSIVE PLAYABLE DEMOS
...Or will Colin claim the rally crown? Play both now!
HAVEN: CALL OF THE KING
TWIN CALIBER ★ REIGN OF FIRE
ALPINE RACER 3 ★ TY THE TASMANIAN TIGER
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DVD ROM

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*not including gangrene and blood poisoning.

YOU too can be the proud owner of a set of Dr. Hershall's Extra Thumbs™. YOU could become the next Denton "Spiderhand" Svennson, or Carol "Crab Claw" Crowley! YOU could soon be competing

in the world!

hall, using

raft

PSM2 GAMER'S LOUNGE

MAX. SMART/MIN. EFFORT

Aa... aaaa... no, got it. 'CHOO! Christ, sorry, it's a bit dusty in here. We haven't had much time to play games for actual *fun* this month, thanks to the fact that there were about 600 of them competing for our attention. Just think... *Colin McRae 3, WWE Smackdown! Shut Your Mouth, PES2* and, urgh, *Scorpion King*, to name but a few. It's the gaming equivalent of Revels roulette. But! From now on, it's heavy rotation and knee-bats at the ready, as we snort, shoot and shmooze our way through *Vice City* for a ding-dang-doo of an extravaganza next month. Power! Corruption! Pretty ladies! Just like the PSM2 office! Ha-haaa!

1

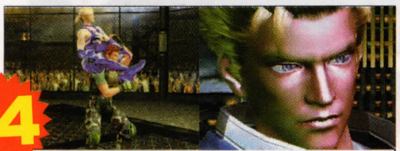
BURNOUT 2: POINT OF IMPACT

Sscccrreech. Gaiiee. Fact: *Burnout* looks nicer in shop demo cases than any other game in the world. Sod this rallying lark – hurtling into oncoming traffic's where the fun is.

6

HITMAN 2: SILENT ASSASIN

So, you think that garotting postmen is less fun than playing football, smashing crates or sobbing over perfectionist film directors' ludicrous demands? You're all going slightly nuts.



14

TEKKEN 4

A (reasonably) surprising low entry. It looks like the King of Iron Fist's slowly losing its steely grip on the public brain. Either that, or everyone's just bored with beat-em-ups.

CHARTS FOR MONTH ENDING OCTOBER 31ST

WH S

PS2 TOP 15

Wahey! It's the charts. As sponsored by WH Smiths – the place where you can pick up the latest copy of PSM2 *and* a copy of one of the biggest new games. A collection of which are featured right here...

Position	GAME NAME	Publisher	Developer
1	Burnout 2 : Point of impact	Acclaim	Criterion
2	Onimusha 2	Capcom	Capcom
3	Stuntman	Infogrames	Reflections
4	This is Football 2003	SCEE	Team Soho
5	Crash Bandicoot	Vivendi	Traveller's Tales
6	Hitman 2: Silent Assasin	Eidos	Io Interactive
7	Medal of Honor: Frontline	EA	EA
8	Blade 2	Activision	Mucky Foot
9	Turok Evolution	Acclaim	Austin Studios
10	Conflict: Desert Storm	SCi	Pivotal Games
11	The Thing	Vivendi	Creative Artworks
12	Grand Theft Auto 3	Take 2	DMA Design
13	TOCA Race Driver	Codemasters	Codemasters
14	Tekken 4	SCEE	Namco
15	Simpsons Road Rage	EA	Radical Ent

JAPANESE TOP 5

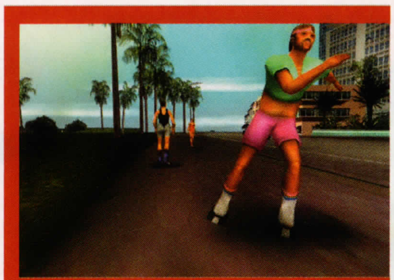
1	Shin Sangoku Musou 2 Mushoden	Koei	Koei
2	Project Minerva	D3	D3
3	Jikkyou Powerful Pro Baseball 9	Konami	KCEO
4	Ape Escape 2	Sony	Sony
5	Everybody's Golf 3	Sony	Sony

US TOP 5

1	Kingdom Hearts	EA	Square
2	Madden NFL 2003	EA	EA
3	Grand Theft Auto 3	Rockstar Games	DMA Design
4	NHL Hitz 2003	Midway	Midway
5	Ape Escape 2	SCEA	Sony

PSM2'S TOP 5IVE

What's been wearing out our office PS2...



1. GTA: Vice City

2. Pro Evolution Soccer 2

3. TimeSplitters 2

4. Rocky

5. Colin McRae Rally 3

ROCKY III
2
0:46
CLUBBER

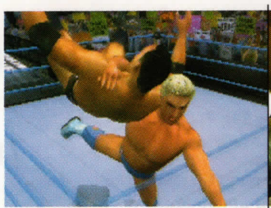
ADRIAN
You'd like a cup of *what*? With *how* many sugars? No, I'm not going to because I made it this... no, you *didn't*, no, it's *your turn*. I'm not making it again, because I always... fine. Fine. Where're all the cups?

MILF
I'll make it tomorrow. No? Fine, OK, how about this – *I'll* put the kettle on and put the bags in the cups, *you* put the water and the milk... What's wrong with that? Oh, now you're just being awkward.

MARCUS
Marcus hasn't made the tea for *two years*. Mutiny is imminent.

WHAT THE TEAM HAVE BEEN PLAYING THIS MONTH...

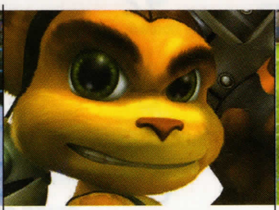
And which they gently suggest you get involved with.



JOEL'S BEEN PLAYING...

WWE Smackdown! SYM and *Rocky*, natch.

Fact: if you laid every beat-em-up Joel's ever played end-to-end (although it has to be said that some were arcade cabinets, to be fair), they'd span the length of Blackpool's Golden Mile. Ever played *Martial Champions*? *Street Fighter 2100*? Brrr.



JONNIE'S BEEN PLAYING...

Haven and *Ratchet & Clank*.

Jonnie's been eating, sleeping and *wearing* platforms this month, trying to decide which was best. He keeps breaking open every box we get in the office by jumping on them. And he can only seem to find his desk by following a trail of spinning pound coins.

DAN'S BEEN PLAYING...

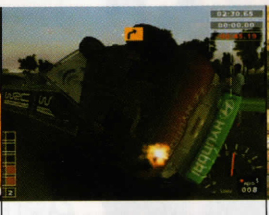
Football.

Being the only member of the team able to name the entire Welsh national squad, is, we're told, all the authority he needs to hole up with every ball-related game in Christendom for the best part of each month. He met Ryan Giggs this month, and tried to kiss him.

MILF'S BEEN PLAYING...

Rocky and *Pro Evo 2*.

Milf is very *giving* in victory: "It's not your fault – I've just got better hand-eye co-ordination than you," and, conversely, gracious in defeat: "You're a filthy cheat, I didn't know we'd started and this pad isn't working properly anyway." We salute his prowess.



MARCUS' BEEN PLAYING...

WRC2 and *Colin McRae 3*.

When it comes to sensible, realistic driving games, Marcus is as a God to everyone else. He even insists that Milf memorises each course by heart and sits next to him shouting out the turns, passing him drinks and rubbing his leg when it goes to sleep. Weirdo.

ADE'S BEEN PLAYING...

Red Faction 2.

Finally given the chance to reduce built-up areas to rubble and splinters in one button-press without any resulting legal complications – much to the relief of his three ex-wives, needless to say – it's as if a great weight's been lifted from Adrian's shoulders.

THINK TANK

PSM2 thinks about games a lot, as you can well imagine. PSM2 wants games to be better. Which is why we offer developers these ideas... absolutely free!

A football game where there's a mode in which David Beckham's haircut evolves throughout the season. Preferably in *Pro Evo*, please.

A voice activated RTS with a hands-free option – "Build more tanks! Send back-up!"

An FPS with ricochet bullets with trajectories traced in a *Bust-a-Move* style – ever seen Robocop 2?

A prison game where you start as a 'Fresh Fish' and eventually become 'The Daddy' via beatings, ciggy trading and jury-rigging.

An RPG where your village *isn't* burnt to the ground during the opening credits.

NEW & IMPROVED

HOW IT WORKS...

Absolute PS2 is a run-down of all the available UK PAL games PSM2 have put through the wringer. We've also included some choice, or interesting, NTSC import titles that might appeal to diehard gamers with import machines.

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS - UPDATED EVERY ISSUE

ABSOLUTE PS2

PSM2 reviews are *the* definitive opinion – your best friend in the game-buying minefield. Check before you, er… cheque.

ACTION-ADVENTURE

7 BLADES
Publisher> Konami
Version> PAL **Issue**> #11
72
An action-lead game that'll satisfy slash-em-up fiends.

AIRBLADE
Publisher> Sony
Version> PAL **Issue**> #16
77
Not deep enough to offer limitless trick potential.

ALONE IN THE DARK: THE NEW NIGHTMARE
Publisher> Infogrames
Version> PAL **Issue**> #15
66
Dumps any pretensions of originality for lumpen familiarity.

BALDUR'S GATE: DARK ALLIANCE
Publisher> Virgin Interactive
Version> PAL **Issue**> #17
70
Fast, good-looking and addictively fun to play.

BATMAN VENGEANCE
Publisher> Ubi Soft
Version> PAL **Issue**> #17
48
Super-game turned super-villain thanks to daft level design.

BLADE 2
Publisher> Activision
Version> PAL **Issue**> #28
51
By-the-numbers hitting that doesn't capture the film.

BLOOD OMEN 2
Publisher> Eidos
Version> PAL **Issue**> #22
79
A horror romp with great atmosphere and visuals.

CASPER: SPIRIT DIMENSIONS
Publisher> TDK Mediactive
Version> PAL **Issue**> #22
48
Non-threatening junior gaming with a shiny veneer. Dull.

DEVIL MAY CRY
Publisher> Capcom
Version> PAL **Issue**> #15
90
Blindingly gorgeous and cracking to play.

DNA: DARK NATIVE APOSTLE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16
37
Makes you work extremely hard for very little gain.

DRAKAN: THE ANCIENTS' GATES
Publisher> Sony
Version> PAL **Issue**> #20
75
Cracking adventure let down by seen-it-all-before gameplay.

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE
Publisher> Sony
Version> PAL **Issue**> #18
52
Illogical puzzles and missions – distinctly average stuff.

EOE: EVE OF EXTINCTION
Publisher> Eidos
Version> PAL **Issue**> #22
71
Fun at times but mainly boringly familiar.

EXTERMINATION
Publisher> Sony
Version> PAL **Issue**> #09
78
Action, gunplay and panic, despite an unoriginal story.

FATAL FRAME
Publisher> Tecmo
Version> NTSC **Issue**> #23
77
Stylish and immensely frightening.

FRANK HERBERT'S DUNE
Publisher> Cryo
Version> PAL **Issue**> #20
22
Remedial AI, ham-fisted controls and a terrible game.

GIANTS: CITIZEN KABUTO
Publisher> Interplay
Version> PAL **Issue**> #17
80
Good level design and the novelty of playing as three sides.

GRAND THEFT AUTO 3
Publisher> Take 2
Version> PAL **Issue**> #16
92
Amoral. And the attention to detail keeps you hooked.

HEADHUNTER
Publisher> Sony
Version> PAL **Issue**> #19
81
An action adventure of Hollywood proportions from Sega.

HITMAN 2: SILENT ASSASSIN
Publisher> Eidos
Version> PAL **Issue**> #28
89
A rock-solid, free-form adventure.

ICO
Publisher> SCEA
Version> NTSC **Issue**> #17
85
Strikes new ground for creative gaming. Less, literally, is more.

LEGION: LEGEND OF EXCALIBUR
Publisher> Midway
Version> PAL **Issue**> #27
70
Satisfactory, if flawed – A good, solid fantasy, though.

MAX PAYNE
Publisher> Take 2
Version> PAL **Issue**> #19
82
Stylish, dark and violent but marred by ropey looks.

MDK2 ARMAGEDDON
Publisher> Interplay
Version> PAL **Issue**> #09
76
Some inventive ideas let down by basic design flaws.

METAL GEAR SOLID 2
Publisher> Konami
Version> PAL **Issue**> #20
96
BEST ACTION TITLE Worth every bit of the hype.

MUMMY RETURNS, THE
Publisher> Vivendi
Version> PAL **Issue**> #17
46
Flawed controls and stilted gameplay. Not fun.

ONI
Publisher> Take 2
Version> PAL **Issue**> #07
62
Hi-tech combat lost in dull environments.

ONIMUSHA
Publisher> Capcom
Version> PAL **Issue**> #07
80
Survival horror with the emphasis on carnage not tension.

ONIMUSHA 2
Publisher> Capcom
Version> NTSC **Issue**> #22
89
A perfect balance of strategy and combat.

ONIMUSHA 2
Publisher> Capcom
Version> PAL **Issue**> #27
89
Great combat, beautiful effects and diverting puzzles.

OPERATION WINBACK
Publisher> KOEI
Version> NTSC **Issue**> #08
68
Compelling, but nowhere near *MGS2*.

PRISONER OF WAR
Publisher> Codemasters
Version> PAL **Issue**> #24
73
Good idea and atmosphere, but slow-moving.

RESIDENT EVIL CODE: VERONICA X
Publisher> Capcom
Version> PAL **Issue**> #13
80
This revisit to zombie hell is familiar, but scary, stuff.

RUNE: VIKING WARLORD
Publisher> Take 2
Version> PAL **Issue**> #13
56
Visually inept at times, but still enough fun to interest.

SHADOW OF ZORRO
Publisher> Cryo
Version> PAL **Issue**> #20
35
Far too clumsy to be anything that approaches fun.

SHADOW MAN: 2ECOND COMING
Publisher> Acclaim
Version> PAL **Issue**> #20
68
Brave, enjoyable but ultimately flawed.

SHIFTERS
Publisher> 3DO
Version> PAL **Issue**> #24
40
Save your cash for *Onimusha 2*.

SILENT HILL 2
Publisher> Konami
Version> PAL **Issue**> #15
88
This version's short, but the impact is unrivalled.

SOUL REAVER 2
Publisher> Eidos
Version> PAL **Issue**> #17
78
A total revamp – not fresh, but still tasty.

SPIDER-MAN: THE MOVIE
Publisher> Activision
Version> PAL **Issue**> #24
70
Very hard in places but still good fun.

STATE OF EMERGENCY
Publisher> Take 2
Version> PAL **Issue**> #20
75
Non-stop, entertaining violence that's just a bit too shallow.

TERMINATOR: DAWN OF FATE
Publisher> Infogrames
Version> PAL **Issue**> #28
49
Nicks all the best ideas from other games.

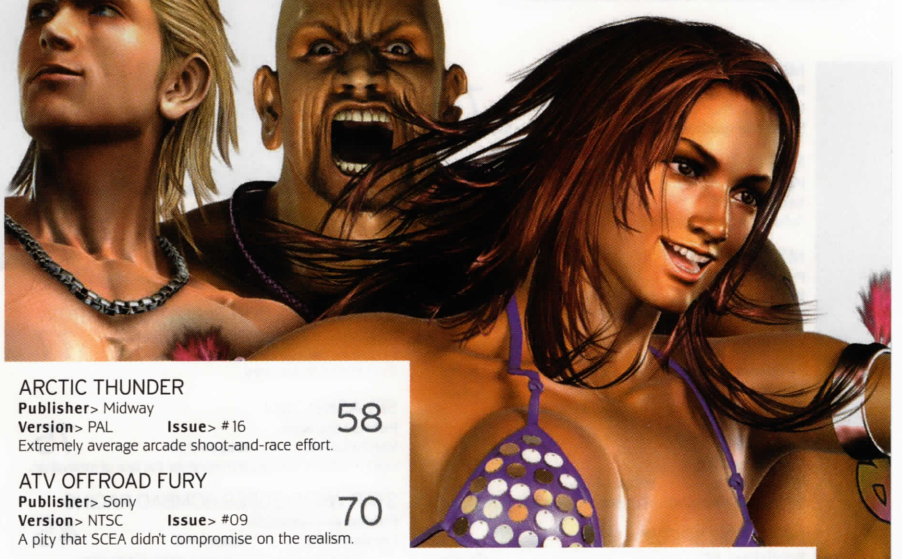
THING, THE
Publisher> Vivendi
Version> PAL **Issue**> #27
83
A brilliant adaptation of a unique movie.

WARRIORS OF MIGHT & MAGIC
Publisher> 3DO
Version> PAL **Issue**> #09
24
The bad level design is only the start of many problems.

X SQUAD
Publisher> EA
Version> PAL **Issue**> #06
59
Average. Bland graphics and poor puzzles don't help, either

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"



ZETTAI ZETSUMAI TOSHI
Publisher> Irem Software
Version> NTSC **Issue>** #24
78
Dodgy control system, but generally very entertaining.

ADVENTURE

ESCAPE FROM MONKEY ISLAND
Publisher> Activision
Version> PAL **Issue>** #12
82
Thoughtful, funny and addictively gentle.

ACTION-STRATEGY

CONFLICT ZONE
Publisher> Ubi Soft
Version> PAL **Issue>** #22
79
Cheap and pretty with legions of machines.

DROPSHIP
Publisher> Sony
Version> PAL **Issue>** #18
75
An explosive title with a frustrating difficulty level.

DYNASTY WARRIORS 2
Publisher> Midas
Version> PAL **Issue>** #04
78
Fast-paced action with excellent, but foggy, game structure.

DYNASTY WARRIORS 3
Publisher> Namco
Version> NTSC **Issue>** #20
71
A lack of innovation leaves this as just a decent update.

PROJECT EDEN
Publisher> Eidos
Version> PAL **Issue>** #14
86
A rare combination of brains and guns – looks good, too.

ARCADE

18 WHEELER
Publisher> Acclaim
Version> PAL **Issue>** #19
36
Simplistic, one-dimensional and extremely dull racer.

CITY CRISIS
Publisher> Take 2
Version> PAL **Issue>** #16
62
The lack of variety extinguishes the long-term appeal.

CRAZY TAXI
Publisher> Acclaim
Version> PAL **Issue>** #10
80
Undeniably an incredibly addictive, but short, arcade hoot.

GAUNTLET
Publisher> Midway
Version> PAL **Issue>** #10
32
Best as a multiplayer, but you'll all suffer together.

GRADIUS 3 & 4
Publisher> Konami
Version> PAL **Issue>** #02
29
An arcade-perfect conversion of a dull shoot-em-up.

SPY HUNTER
Publisher> Midway
Version> PAL **Issue>** #14
79
A beautifully crafted thrill with an undeniable sense of style.

SILPHEED
Publisher> Working Design
Version> PAL **Issue>** #03
51
Burns bright to the bitter, but quickly finished, end.

BEAT-EM-UP

BARBARIAN
Publisher> Titus
Version> PAL **Issue>** #25
66
Fun, but basic beat-em-up. No contest for *Tekken*.

BLOODY ROAR 3
Publisher> Virgin Interactive
Version> PAL **Issue>** #11
79
Not much depth, but lots of explosions, acrobatics and fun.

CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001
Publisher> Capcom
Version> PAL **Issue>** #17
83
Probably the best 2D fighter ever.

DEAD OR ALIVE 2
Publisher> SCEE
Version> PAL **Issue>** #05
83
Comic bosoms are no substitute for solid two-player scraps.

GUILTY GEAR X
Publisher> Virgin Interactive
Version> PAL **Issue>** #17
78
Sparky, but not quite as good as *Capcom Vs SNK 2*.

JO JO'S BIZARRE ADVENTURE
Publisher> Capcom
Version> NTSC **Issue>** #27
55
Inadequate play mechanics don't do the manga strip justice.

KENGO
Publisher> Ubi Soft
Version> PAL **Issue>** #09
60
This could've been something special, instead it's dull.

SAMURAI
Publisher> Bam! Entertainment
Version> NTSC **Issue>** #25
74
An excellent idea, reasonably well done.

STREET FIGHTER EX3
Publisher> Capcom
Version> PAL **Issue>** #05
79
A worthwhile update of an elderly series.

TEKKEN 4
Publisher> SCEE
Version> PAL **Issue>** #27
90
BEST BEAT-EM-UP PS2's premier fighter.

TEKKEN TAG TOURNAMENT
Publisher> SCEE
Version> PAL **Issue>** #04
87
The genre-defining master of violence.

THE BOUNCER
Publisher> SCEE
Version> PAL **Issue>** #11
66
A passable evening's rented entertainment.

UFC: THROWDOWN
Publisher> Ubi Soft
Version> PAL **Issue>** #27
75
A well-realised game offering something genuinely different.

VIRTUA FIGHTER 4
Publisher> Sony
Version> NTSC **Issue>** #20
87
The most challenging fighter for ages.

WWF SMACKDOWN! JUST BRING IT
Publisher> THQ
Version> PAL **Issue>** #16
80
More a next-gen tweaking of *Know Your Role*.

BEMANI

BRITNEY'S DANCE BEAT
Publisher> THQ
Version> PAL **Issue>** #24
58
Too hard for kids and too repetitive for the rest of us. Who is this aimed at?

DANCE SUMMIT 2001
Publisher> Enix
Version> NTSC **Issue>** #06
60
Lots of funny and genuinely impressive moments.

FREQUENCY
Publisher> SCEE
Version> PAL **Issue>** #23
83
Fast and furious button-mashing.

GITAROO MAN
Publisher> THQ
Version> PAL **Issue>** #22
79
Rhythm action the way it should be.

JUNGLE BOOK GROOVE PARTY
Publisher> Ubi Soft
Version> PAL **Issue>** #10
50
Tiny Disney fans will enjoy it, however briefly.

MAD MAESTROS
Publisher> Eidos
Version> PAL **Issue>** #22
70
Entertaining, but not as inventive as *Gitaroo Man*.

PARAPPA THE RAPPER 2
Publisher> Sony
Version> NTSC **Issue>** #16
78
The sherbet-flavoured antidote to everything bleak on PS2.

SPACE CHANNEL 5
Publisher> Sony
Version> PAL **Issue>** #20
56
Stylish, sci-fi bemani with frustrating gameplay.

DRIVING

4X4 EVOLUTION
Publisher> Take 2 Interactive
Version> PAL **Issue>** #08
40
An essentially dull SUV racer.

ARCTIC THUNDER
Publisher> Midway
Version> PAL **Issue>** #16
58
Extremely average arcade shoot-and-race effort.

ATV OFFROAD FURY
Publisher> Sony
Version> NTSC **Issue>** #09
70
A pity that SCEA didn't compromise on the realism.

AUTO MODELLISTA
Publisher> Capcom
Version> NTSC **Issue>** #28
80
PS2's best arcade racer – but still doesn't beat *GT3*.

BURNOUT
Publisher> Acclaim
Version> PAL **Issue>** #15
88
An ideal foil to *GT3*'s smart-arsed sensibilities.

BURNOUT 2: POINT OF IMPACT
Publisher> Acclaim
Version> PAL **Issue>** #28
91
Beautiful, emotional racing. Essential.

C.A.R.T. FURY
Publisher> Midway
Version> PAL **Issue>** #12
65
The action is pacey, but the dodgy graphics let it down.

CIRCUS MAXIMUS: CHARIOT WARS
Publisher> THQ
Version> PAL **Issue>** #25
55
Gimmicky racer with paper-thin novelty value.

CRASHED
Publisher> Rage
Version> PAL **Issue>** #28
31
Half-hearted effort that feels like a bonus section.

DOWNFORCE
Publisher> Titus
Version> PAL **Issue>** #23
64
Adequate F1 racing but a little too predictable.

DRIVEN
Publisher> bam! Entertainment
Version> PAL **Issue>** #17
46
Dumb, vacuous, tired and shallow.

DRIVING EMOTION TYPE-S
Publisher> Squaresoft
Version> PAL **Issue>** #01
57
Over-realistic handling makes it damn-near unplayable.

EXTREME-G 3
Publisher> Acclaim
Version> PAL **Issue>** #13
60
Close, but absolutely miles away at the same time.

FERRARI F355 CHALLENGE
Publisher> SCEE
Version> PAL **Issue>** #27
67
A stylish effort that's just too damn hard for its own good.

FORMULA ONE 2001
Publisher> Sony
Version> PAL **Issue>** #09
84
A rewarding challenge for anyone willing to rise to it.

F1 2001
Publisher> EA
Version> PAL **Issue>** #15
84
An accessible racer for everyone, with depth for veterans.

F12002
Publisher> EA
Version> PAL **Issue>** #24
84
One of the most accessible simulators we've seen.

F1 CHAMPIONSHIP SEASON 2000
Publisher> EA
Version> PAL **Issue>** #05
47
A poor quality title – basically a PSone game on PS2.

F1 RACING CHAMPIONSHIP
Publisher> Ubi Soft
Version> PAL **Issue>** #07
66
Fine – just don't expect too much of it.

FREEKSTYLE
Publisher> EA
Version> PAL **Issue>** #25
59
A pastiche of *SSX* without the originality or depth.

G-SURFERS
Publisher> Midas
Version> PAL **Issue>** #16
49
Spend 40 quid on a Scalextric kit instead.

GRAN TURISMO 3
Publisher> Sony
Version> PAL **Issue>** #13
93
BEST RACING TITLE Astounds and challenges.

GRAN TURISMO CONCEPT
Publisher> Sony
Version> NTSC **Issue>** #19
80
New cars, but GT pros might feel short-changed.

GRAN TURISMO CONCEPT 2002 TOKYO-GENEVA
Publisher> SCEE
Version> PAL **Issue>** #25
79
Dumbed down version of *GT3*: short but playable.

GTC: AFRICA
Publisher> Rage
Version> PAL **Issue>** #16
74
Lovely to look at, but uninspiring to play.

JET ION GP
Publisher> Ubi Soft
Version> PAL **Issue>** #23
07
Worst PS2 game ever. 'Nuff said.

JET SKI RIDERS
Publisher> Eidos
Version> PAL **Issue>** #18
38
About as half as good as *Splashdown* in every respect.

LEGO RACERS 2
Publisher> Lego Software
Version> PAL **Issue>** #18
42
Simple racing for tots with some decent construction.

LE MANS 24 HOURS
Publisher> Infogrames
Version> PAL **Issue>** #12
73
Can't compete with *GT3* in an already crowded field.

LOONY TUNES SPACE RACE
Publisher> Infogrames
Version> PAL **Issue>** #19
65
A simple game, but provides smooth thrills and giggles.

LOTUS CHALLENGE
Publisher> Virgin Interactive
Version> PAL **Issue>** #16
60
Cloying controls + poor racing = lack-lustre experience.

MASTER RALLYE
Publisher> Microids
Version> PAL **Issue>** #24
55
Fun but flawed – it smacks of an early release.

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

MIDNIGHT CLUB
Publisher> Take 2
Version> PAL **Issue**> #03 72
Some nice touches that are compromised by the graphics.

MOTO GP2
Publisher> Namco
Version> PAL **Issue**> #19 71
Solid racing and a few extras, but no great shakes.

MX 2002
Publisher> THQ
Version> PAL **Issue**> #14 78
Not the fusion of racer and sim that it tries to be.

MX RIDER
Publisher> Atari
Version> PAL **Issue**> #15 62
An ordinary addition to an ordinary racing genre.

MX SUPERFLY
Publisher> THQ
Version> PAL **Issue**> #27 72
Better than *Freekstyle* – but doesn't measure up to the best.

NEED FOR SPEED
Publisher> EA
Version> PAL **Issue**> #29 88
Adrenaline-scorched racing.

NY RACE
Publisher> Wanadoo
Version> PAL **Issue**> #17 40
Manages to enrage and bore at the same time..

PARIS-DAKAR RALLY
Publisher> Acclaim
Version> PAL **Issue**> #15 60
Intriguing racer with uninspired and tepid presentation.

PENNY RACERS
Publisher> Midas
Version> PAL **Issue**> #16 43
A bright and solid dinky racer. Cheap as well.

PRO RALLY 2002
Publisher> Ubi Soft
Version> PAL **Issue**> #22 68
Passable induction to rallying, but not as good as *WRC*.

RALLY CHAMPIONSHIP
Publisher> SCi
Version> PAL **Issue**> #24 56
An average game with the occasional bad bit.

RC REVENGE PRO
Publisher> Acclaim
Version> PAL **Issue**> #04 56
A diverting racer that doesn't take itself too seriously.

RIDGE RACER 5
Publisher> Namco
Version> PAL **Issue**> #01 72
Fast, undeniably attractive and always fun to play.

RIDING SPIRITS
Publisher> Bam! Entertainment
Version> PAL **Issue**> #27 46
Fairly reasonable motorbike jaunt, but quite frustrating.

RUMBLE RACING
Publisher> EA
Version> PAL **Issue**> #10 76
Arcade-style knockabout racing at its idiotic best.

SHOX
Publisher> EA
Version> PAL **Issue**> #28 61
Fails to show off enough to make it a must-have.

SMUGGLER'S RUN
Publisher> Take 2
Version> PAL **Issue**> #03 75
Not enough one-player depth to really engage.

SMUGGLER'S RUN 2: HOSTILE TERRITORY
Publisher> Take 2
Version> PAL **Issue**> #17 77
Too intense and samey.

SPLASHDOWN
Publisher> Atari
Version> PAL **Issue**> #16 75
High-adrenaline racing can't atone for the lack of innovation.

STAR WARS: SUPER BOMBAD RACING
Publisher> Activision
Version> PAL **Issue**> #11 45
A flawed karter despite having a diddy Darth Maul.

STUNT GP
Publisher> Titus
Version> PAL **Issue**> #16 38
We can't be arsed to play this again and neither will you.

STUNTMAN
Publisher> Atari
Version> PAL **Issue**> #26 74
Frustrating, but gripping gameplay.

SUPERCAR STREET CHALLENGE
Publisher> Activision
Version> PAL **Issue**> #18 36
Spend £30 on *Burnout* instead, this is a waste of time.

SUPER TRUCKS
Publisher> Jester Interactive
Version> PAL **Issue**> #22 45
Slow and bland – will only appeal to Super Truck fans.

TD OVERDRIVE
Publisher> Infogrames
Version> PAL **Issue**> #23 64
Fast and fun but lacks innovation.

TEST DRIVE: OFFROAD WIDE OPEN
Publisher> Infogrames
Version> PAL **Issue**> #16 44
No originality – it's more reliant on luck than skill.

THE FLINTSTONES: VIVA ROCK VEGAS
Publisher> Swing! Entertainment
Version> PAL **Issue**> #18 13
Utterly rubbish.

THE SIMPSONS ROAD RAGE
Publisher> EA
Version> PAL **Issue**> #16 76
Feels lightweight next to *Crazy Taxi*. But great design.

TOCA RACE DRIVER
Publisher> Codemasters
Version> PAL **Issue**> #26 82
Stylish storytelling - but just not as good as *GT3*.

TOKYO XTREME RACER
Publisher> Ubi Soft
Version> PAL **Issue**> #13 38
No taunts, betting or revving up at the lights. Weak.

TOP GEAR DARE DEVIL
Publisher> Planet
Version> PAL **Issue**> #04 62
Like an attractive 3D *Pac-Man*, only in small cars.

VRALLY 3
Publisher> Infogrames
Version> PAL **Issue**> #24 81
A solid satisfying racer.

WACKY RACES
Publisher> Infogrames
Version> PAL **Issue**> #11 63
Looks nice, but let down by some really annoying flaws.

WILD WILD RACING
Publisher> Rage
Version> PAL **Issue**> #03 71
Frustrating controls make this an exasperating ride.

WIPEOUT FUSION
Publisher> Sony
Version> PAL **Issue**> #19 73
Other killer apps on PS2 relegate this to a shiny sequel.

WORLD RALLY CHAMPIONSHIP
Publisher> SCEE
Version> PAL **Issue**> #17 87
Looks ace and handles brilliantly.

FIRST-PERSON SHOOTER

DEUX EX: THE CONSPIRACY
Publisher> Eidos
Version> PAL **Issue**> #22 88
Clever, pacey and plot-heavy. Most detailed FPS yet.

DINO STALKER
Publisher> Capcom
Version> PAL **Issue**> #26 58
Capcom's best lightgun game yet, but still too lumbering.

HALF-LIFE
Publisher> Vivendi
Version> PAL **Issue**> #16 90
BEST FPS TITLE If you've not played it on PC it's a must.

JAMES BOND 007 IN... AGENT UNDER FIRE
Publisher> EA
Version> PAL **Issue**> #17 88
Every element thrown in so fast you can't help but enjoy it.

MEDAL OF HONOR: FRONTLINE
Publisher> EA
Version> PAL **Issue**> #23 89
A supremely atmospheric and absorbing experience.

MEN IN BLACK 2: ALIEN ESCAPE
Publisher> Infogrames
Version> PAL **Issue**> #26 42
A rough shoot-em-up that does nothing new.

QUAKE 3 REVOLUTION
Publisher> Bullfrog
Version> PAL **Issue**> #08 85
Bridging the gaming gap where *Unreal* ends and *TimeSplitters* begins.

RED FACTION
Publisher> THQ
Version> PAL **Issue**> #11 88
An entertaining action adventure that's not without flaws.

RESIDENT EVIL SURVIVOR 2 CODE: VERONICA
Publisher> Capcom
Version> PAL **Issue**> #20 41
Slow, tedious and about as chilling as a week-old kitten.

SOLDIER OF FORTUNE: GOLD EDITION
Publisher> Codemasters
Version> PAL **Issue**> #23 64
A PC port that's a fraction of the game it should be.

STAR TREK VOYAGER: ELITE FORCE
Publisher> Codemasters
Version> PAL **Issue**> #23 75
Frayed around the edges, but it plays tightly enough.

TIMESPLITTERS
Publisher> Eidos
Version> PAL **Issue**> #04 86
Great multi-player, challenges and Level Editor.

TIMESPLITTERS 2
Publisher> Eidos
Version> PAL **Issue**> #28 95
Zen-balanced, succulent gameplay that just simply belongs on your PS2.

TUROK EVOLUTION
Publisher> Acclaim
Version> PAL **Issue**> #27 71
A conventional shooter that replicates rather than innovates.

UNREAL TOURNAMENT
Publisher> Infogrames
Version> PAL Issue> #07 82
Excellent single-player mode. Fails badly in multi-player.

FLIGHT SIM

ACE COMBAT 4: SHATTERED SKIES
Publisher> Namco
Version> NTSC **Issue**> #17 80
Superb in places with some genuinely thrilling moments.

DRAGON RAGE
Publisher> 3DO
Version> PAL **Issue**> #23 43
Uninspiring, prosaic and lifeless.

LETHAL SKIES
Publisher> THQ
Version> PAL **Issue**> #27 63
More Fökker than F14 – this flawed flier fails to take off.

SKY ODYSSEY
Publisher> SCEE
Version> PAL **Issue**> #08 79
Hugely addictive with a real sensation of flight. Chilled.

MECH

ARMORED CORE 2
Publisher> Ubi Soft
Version> PAL **Issue**> #06 54
Awkward controls, tiny arenas and spiteful difficulty.

ARMORED CORE 2: ANOTHER AGE
Publisher> Metro
Version> PAL **Issue**> #24 56
Bigger does not mean better – there's just more flaws.

GUN GRIFFON BLAZE
Publisher> Virgin
Version> PAL **Issue**> #06 70
Big respect from us.

RING OF RED
Publisher> Konami
Version> PAL **Issue**> #10 74
Lush battles and loads of strategy – a bit like chess.

ROBOT WARLORDS
Publisher> Midas Interactive
Version> PAL **Issue**> #08 46
A derivative title that's very average.

ROBOT WARS: ARENAS OF DESTRUCTION
Publisher> BBC
Version> PAL **Issue**> #16 63
Panic action that'll leave you grinning.

ZONE OF THE ENDERS
Publisher> Konami
Version> PAL **Issue**> #07 84
BEST MECH TITLE Short, but intense battling action.

PLATFORMER

CRASH BANDICOOT: THE WRATH OF CORTEX
Publisher> Vivendi
Version> PAL **Issue**> #17 66
Next-gen reworking of Crash's 32-bit past glories.

DISNEY'S DINOSAUR
Publisher> Ubi Soft
Version> PAL **Issue**> #05 35
A lame game launching on the back of a successful film.

DISNEY'S STITCH: EXPERIMENT 626
Publisher> Disney
Version> PAL **Issue**> #27 64
A capable and enjoyable platformer. If you're six.

DONALD DUCK: QUACK ATTACK
Publisher> Ubi Soft
Version> PAL **Issue**> #06 29
Stunningly basic and enormously dull… even for kids.

EVIL TWIN: CYPRIEN'S CHRONICLES
Publisher> Ubi Soft
Version> PAL **Issue**> #19 30
Commits every platform sin and the plot's baffling.

FREAK OUT
Publisher> Swing! AG Media
Version> PAL **Issue**> #13 79
Nearly a classic – but repetitive with a short lifespan.

FROGGER
Publisher> KCEA
Version> PAL **Issue>** #22
For easily impressed children only.
25

GIFT
Publisher> Acclaim
Version> PAL **Issue>** #12
More playable and less 'weird' would've helped.
51

JAK AND DAXTER
Publisher> Sony
Version> PAL **Issue>** #18
BEST PLATFORMER Massive, gently enthralling and fun.
85

KLONOA 2
Publisher> Namco
Version> PAL **Issue>** #10
Visually beautiful with well-machined gameplay.
73

MAXIMO
Publisher> Konami
Version> PAL **Issue>** #20
Ace for hardcore gamers, but it is very tricky in places.
84

MONSTERS, INC.
Publisher> Sony
Version> PAL **Issue>** #19
Cunning use of cutscenes doesn't make a decent game.
41

PETER PAN: LEGEND OF NEVERLAND
Publisher> Sony
Version> PAL **Issue>** #20
A decent adventure for pre-school sprogs.
50

PORTAL RUNNER
Publisher> 3DO
Version> PAL **Issue>** #16
Masks solid platforming behind unbalanced level design.
55

RAYMAN
Publisher> Ubi Soft
Version> PAL **Issue>** #18
A blend of racer/platform/shooter, and a right mess, too.
48

RAYMAN REVOLUTION
Publisher> Ubi Soft
Version> PAL **Issue>** #05
The characters are for kids, the gameplay's for adults.
68

SCOOBY-DOO: NIGHT OF 100 FRIGHTS
Publisher> THQ
Version> PAL **Issue>** #25
Competently designed, by-the-numbers platforming.
64

TAZ: WANTED
Publisher> Infogrames
Version> PAL **Issue>** #28
Great fun for a quick platforming fix.
70

PUZZLE

AQUA AQUA
Publisher> SCI
Version> PAL **Issue>** #04
A solid, if slightly small, puzzler.
71

EGGO MANIA
Publisher> Kemco
Version> PAL **Issue>** #27
Pointless reshuffle of the old puzzle-game mainstays.
40

FANTAVISION
Publisher> SCEE
Version> PAL **Issue>** #01
BEST PUZZLE TITLE It lacks variety, but it's fabulous fun.
85

KURI KURI MIX
Publisher> Empire Interactive
Version> PAL **Issue>** #10
Proves that puzzlers don't have to be about blocks.
78

MR MOSKEETO
Publisher> Eidos
Version> PAL **Issue>** #22
Odd, boring and average. More strange than fun.
52

SUPER BUST-A-MOVE
Publisher> Acclaim
Version> PAL **Issue>** #04
Little more than a buffing up of the classic game.
78

TETRIS WORLDS
Publisher> THQ
Version> PAL **Issue>** #23
Pointless fingering of an old-skool puzzler.
32

THE WEAKEST LINK
Publisher> Activision
Version> PAL **Issue>** #16
Stinks of quality and does the job properly.
60

WHO WANTS TO BE A MILLIONAIRE 2
Publisher> Eidos
Version> PAL **Issue>** #17
If you're having a crap party then rent this.
53

RPG

DARK CLOUD
Publisher> Sony
Version> PAL **Issue>** #11
Manages to mould RPGs into something refreshing.
81

EPHEMERAL FANTASIA
Publisher> Konami
Version> PAL **Issue>** #12
Smells of entertainment rather than drudgery.
80

EVERBLUE
Publisher> Capcom
Version> PAL **Issue>** #24
There's no excitement here at all. Put that cash away.
51

ETERNAL RING
Publisher> Agetec
Version> PAL **Issue>** #02
An uninspired, sluggish RPG. Very poor.
35

FINAL FANTASY 10
Publisher> SCEE
Version> PAL **Issue>** #23
BEST RPG The game that all the others want to be.
91

GRANDIA 2
Publisher> Ubi Soft
Version> PAL **Issue>** #23
Dated and dire. The combat system is utterly wasted.
45

JADE COCOON 2
Publisher> Ubi Soft
Version> PAL **Issue>** #22
Solid-enough critter-battling gameplay.
70

KINGDOM HEARTS
Publisher> Square
Version> NTSC **Issue>** #23
An enchanting action RPG, but a little too rambling.
87

KING'S FIELD: THE ANCIENT CITY
Publisher> Metro3D Inc.
Version> PAL **Issue>** #24
Moody and incompetent RPG – only for hardcore fans.
54

LEGAIA 2: DUEL SAGA
Publisher> Eidos
Version> PAL **Issue>** #28
Attempts to put a new spin on RPG, but falls short.
59

ORPHEN
Publisher> Activision
Version> PAL **Issue>** #04
A brash attempt to defy RPG with facile gameplay.
56

SHADOW OF MEMORIES
Publisher> Konami
Version> PAL **Issue>** #06
Play through it a few times to really appreciate it.
80

SUMMONER
Publisher> THQ
Version> PAL **Issue>** #07
A game with massive aspirations.
70

SHOOT-EM-UP

ARMY MEN AIR ATTACK: BLADE'S REVENGE
Publisher> 3DO
Version> PAL **Issue>** #11
Encouraging, but looks terrible and it's very linear.
47

ARMY MEN: GREEN ROGUE
Publisher> 3DO
Version> PAL **Issue>** #11
Repetitive, flawed and utterly lamentable. Don't bother.
18

ARMY MEN: SARGE'S HEROES 2
Publisher> 3DO
Version> PAL **Issue>** #09
A lazy banged-together rehash of established concepts.
40

ENDGAME
Publisher> Empire
Version> PAL **Issue>** #25
Hackneyed lightgun game with no replay value.
49

FIREBLADE
Publisher> Midway
Version> PAL **Issue>** #24
Thrilling early on, but slack gameplay in stealth mode.
68

FUR FIGHTERS
Publisher> Acclaim
Version> PAL **Issue>** #10
BEST SHOOT 'EM UP Lots of stuff to do, humour and extras.
86

GUNGRAVE
Publisher> Sega
Version> NTSC **Issue>** #27
Criminally short, but impossibly cool.
79

IRON ACES 2
Publisher> Xicat Interactive
Version> PAL **Issue>** #20
A confusing travesty that looks absolutely terrible.
17

MOTOR MAYHEM
Publisher> Infogrames
Version> PAL **Issue>** #15
Dumb knockabout fun – like a diet version of *Twisted Metal*.
63

NINJA ASSAULT
Publisher> SCEE
Version> PAL **Issue>** #27
Entertaining enough, but comes up short everywhere.
68

POLAROID PETE
Publisher> JVC
Version> PAL **Issue>** #18
A bizarre scrolling 2D snapper that lacks any substance.
35

POLICE 24/7
Publisher> Konami
Version> PAL **Issue>** #19
Only a pathetic 14 minutes long in Story mode.
49

REZ
Publisher> Sony
Version> PAL **Issue>** #18
Clever, but not half as innovative as it thinks it is.
66

SILENT SCOPE 2
Publisher> Konami
Version> PAL **Issue>** #16
After an evening with this you'll have had your fill.
67

STAR WARS: JEDI STARFIGHTER
Publisher> Activision
Version> PAL **Issue>** #22
Accomplished, attractive, plot-driven and bloody good fun.
80

STAR WARS: STARFIGHTER
Publisher> Activision
Version> PAL **Issue>** #09
Atmospheric, exciting, and full of explosions.
85

TIME CRISIS 2
Publisher> Sony
Version> PAL **Issue>** #16
A fantastic coin-op conversion.
78

THUNDERHAWK: OPERATION PHOENIX
Publisher> Eidos
Version> PAL **Issue>** #14
An explosive charge into occupied territory.
70

TOP GUN: COMBAT ZONE
Publisher> Virgin Interactive
Version> PAL **Issue>** #16
Limited, low-level, mission structure.
67

TWIN CALIBER
Publisher> Rage
Version> PAL **Issue>** #28
Nice idea, poorly handled.
32

TWISTED METAL: BLACK
Publisher> Sony
Version> PAL **Issue>** #13
Fast and frenetic – we like the way this sick carnage plays.
80

UNDERWATER UNIT
Publisher> Irem
Version> NTSC **Issue>** #25
Attractive and playable aquatic combat.
62

WDL THUNDER TANKS
Publisher> 3DO
Version> PAL **Issue>** #06
It's basic and linear, but get into it and it's surprisingly fun.
69

WDL WAR JETZ
Publisher> 3DO
Version> PAL **Issue>** #11
Halliwell-thin and totally inadequate gameplay.
29

SIM

ALEX FERGUSON'S PLAYER MANAGER
Publisher> 3DO
Version> PAL **Issue>** #15
Thorough and insightful, but could get up your nose.
65

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue>** #05
Capable of running itself without any help from you.
68

SPORT

2002 FIFA WORLD CUP
Publisher> EA
Version> PAL **Issue>** #22
Nearly great but too much focus on individual flair.
71

AKIRA PSYCHO BALL
Publisher> Bandai
Version> NTSC **Issue>** #25
A ball-breakingly average pinball sim.
47

AGGRESSIVE INLINE
Publisher> Acclaim
Version> PAL **Issue>** #24
Very entertaining. Almost a contender to the *Hawk* crown.
83

ALL-STAR BASEBALL 2002
Publisher> Acclaim
Version> PAL **Issue>** #10
A quality two-player game of hardball.
72

ALL-STAR BASEBALL 2003
Publisher> Acclaim
Version> PAL **Issue>** #23
Impressive gameplay, but a little pedestrian.
74

BASS STRIKE
Publisher> THQ
Version> PAL **Issue>** #18
A bit ropey looking and retro but competent.
64

CENTRE COURT HARDHITTER
Publisher> Midas
Version> PAL **Issue>** #19
Poor one-player – the four-player is ace, though.
62

CRICKET 2002
Publisher> EA
Version> PAL **Issue>** #18
A real ham-fisted effort that's rotten to look at and play.
41

DAVE MIRRA FREESTYLE BMX 2
Publisher> Acclaim
Version> PAL **Issue>** #14
Bugs aside, this still has some impressive moves on PS2.
76

DAVID BECKHAM SOCCER
Publisher> Rage
Version> PAL **Issue>** #24
A tragic attempt at a footie game. Barely playable.
24

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

ESPN NBA 2NIGHT
Publisher> Konami
Version> PAL **Issue**> #07
59
Solid, but let down by unforgivable graphical glitches.

ESPN NBA 2NIGHT 2002
Publisher> Konami
Version> PAL **Issue**> #24
72
Great graphics, but it still lags behind the NBA series.

ESPN INTERNATIONAL TRACK & FIELD
Publisher> Konami
Version> PAL **Issue**> #04
63
A jolt of bemani can't save it from looking tired.

ESPN INTERNATIONAL WINTER SPORTS
Publisher> Konami
Version> PAL **Issue**> #20
55
Immaculate presentation but lacking in any variety.

ESPN NATIONAL HOCKEY NIGHT
Publisher> Konami
Version> PAL **Issue**> #09
68
Bang up-to-date. Marred by a reliance on character stats.

ESPN X GAMES SKATEBOARDING
Publisher> Konami
Version> PAL **Issue**> #15
62
A flawed compromise of reality and fantasy.

ESPN WINTER X GAMES SNOWBOARDING
Publisher> Konami
Version> PAL **Issue**> #04
70
The unforgiving learning curve may put the curious off.

ESPN WINTER X GAMES SNOWBOARDING 2
Publisher> Konami
Version> PAL **Issue**> #20
69
The authenticity's admirable, but the poor Career mode isn't.

FIFA 2002
Publisher> EA
Version> PAL **Issue**> #16
69
Flawed play and patchy presentation.

G1 JOCKEY
Publisher> THQ
Version> PAL **Issue**> #22
39
Joyless horse racing sim, without polish or imagination.

GRAVITY GAMES BIKE: STREET. VERT. DIRT.
Publisher> Midway
Version> PAL **Issue**> #28
48
Too hard, too restrictive and not enough initiative.

HIGH HEAT MAJOR LEAGUE BASEBALL 2003
Publisher> 3DO
Version> PAL **Issue**> #24
71
An arcadey alternative to *All-Star.*

INTERNATIONAL CUE CLUB
Publisher> Midas Interactive
Version> PAL **Issue**> #24
56
No PS2 magic here, but at £15 a pop, who cares?

INTERNATIONAL LEAGUE SOCCER
Publisher> Eon
Version> PAL **Issue**> #12
07
A rubbish game, repackaged and aimed at young fans.

ISS2
Publisher> Konami
Version> PAL **Issue**> #22
55
Full of promise, but delivers a poor performance.

JONNY MOSELEY MAD TRIX
Publisher> 3DO
Version> PAL **Issue**> #20
38
About as mad as a pair of brown brogues. Very dull.

KELLY SLATER'S PRO SURFER
Publisher> Activision
Version> PAL **Issue**> #28
75
Slickly-produced, hard-working water-borne fun.

KNOCKOUT KINGS 2001
Publisher> EA
Version> PAL **Issue**> #07
79
Compromised by some nasty graphical glitches.

LAKEMASTERS EX
Publisher> Midas Games
Version> PAL **Issue**> #22
36
Half the price of *Bass Strike*, and half the game as well.

LEGENDS OF WRESTLING
Publisher> Acclaim
Version> PAL **Issue**> #18
71
For veteran 'smart marks' – fantastic. A worthwhile effort.

LE TOUR DE FRANCE
Publisher> Konami
Version> PAL **Issue**> #23
75
Engaging, but not to everyone's taste.

LMA MANAGER
Publisher> Codemasters
Version> PAL **Issue**> #22
86
The best football management sim you can get for PS2.

MADDEN NFL 2002
Publisher> EA Sports
Version> PAL **Issue**> #15
87
If you own *Madden 2001*, it's definitely time for a trade-in.

MADDEN 2003
Publisher> EA
Version> PAL **Issue**> #28
88
A lesson in how to make the definitive sports simulation.

MIKE TYSON HEAVYWEIGHT BOXING
Publisher> Codemasters
Version> PAL **Issue**> #23
61
No match for *Knockout*.

NBA LIVE 2001
Publisher> EA
Version> PAL **Issue**> #07
72
A mostly successful translation.

NBA LIVE 2002
Publisher> EA
Version> PAL **Issue**> #17
70
Legible tattoos don't enhance a simple roster update.

NBA HOOPZ
Publisher> Midway
Version> PAL Issue> #07
70
As fun as the *NBA Jam* series ever was.

NBA STREET
Publisher> EA
Version> PAL **Issue**> #11
74
A funky take on basketball that's hard-hitting instant fun.

NEXT GENERATION TENNIS
Publisher> Wanadoo
Version> PAL **Issue**> #25
61
Not the greatest tennis game ever, and hard work.

NHL 2002
Publisher> EA
Version> PAL **Issue**> #15
70
The gameplay's tight and the visors shiny.

NHL 2003
Publisher> EA
Version> PAL **Issue**> #28
69
No spark, not much fun.

NHL HITZ 2002
Publisher> Midway
Version> PAL **Issue**> #16
72
A belting title that transcends its steep learning curve.

NHL HITZ 2003
Publisher> Midway
Version> PAL **Issue**> #28
80
A solid-hitting hockey game.

POOL MASTER
Publisher> Take 2
Version> PAL **Issue**> #05
45
Skimps in the areas it should be concentrating on.

PRO EVOLUTION SOCCER
Publisher> Konami
Version> PAL **Issue**> #16
95
BEST FOOTBALL TITLE Faultless footy. Crap commentary.

READY 2 RUMBLE: ROUND 2
Publisher> Midway
Version> PAL **Issue**> #04
82
Boxing that looks good and makes you laugh.

RED CARD
Publisher> Midway
Version> PAL **Issue**> #23
80
Arcade-paced action – not as good as *Pro Evolution*.

RUGBY
Publisher> EA
Version> PAL **Issue**> #10
80
A damn fine – if a little simple at times – game of rugby.

SALT LAKE 2002
Publisher> Eidos
Version> PAL **Issue**> #19
39
None of the punch of an arcader or the substance of a sim.

SHAUN PALMER'S PRO SNOWBOARDER
Publisher> Activision
Version> PAL **Issue**> #18
35
Lacks the flair and playability of both *Tricky* and *THPS3*.

SMASH COURT TENNIS: PRO TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #23
87
Up there with the best sports titles on PS2.

SLAM TENNIS
Publisher> Infogrames
Version> PAL **Issue**> #25
77
Smart arcade-style tennis sim – similar to *Virtua Tennis*.

SSX TRICKY
Publisher> EA
Version> PAL **Issue**> #16
95
Very cool. Compulsive gameplay and riotous effects.

STREET HOOPS
Publisher> Activision
Version> PAL **Issue**> #28
64
Gameplay imbalance turns this into a B-ball also-ran.

SVEN-GORAN ERIKSSON'S WORLD CUP CHALLENGE
Publisher> 3DO
Version> PAL **Issue**> #26
08
An absolute shocker.

SWING AWAY GOLF
Publisher> EA
Version> PAL **Issue**> #05
70
A round of golf with ludicrous cartoon characters.

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05
68
Capable of running itself without any help from you.

THIS IS FOOTBALL 2002
Publisher> Sony
Version> PAL **Issue**> #14
71
Deceptive playability with some excellent detailing.

THIS IS FOOTBALL 2003
Publisher> Sony
Version> PAL **Issue**> #28
74
Reasonable footy game, but an excellent player-manager.

TIGER WOODS PGA TOUR 2001
Publisher> EA
Version> PAL **Issue**> #08
72
It captures the feel and emotion of golf perfectly.

TONY HAWK'S PRO SKATER 3
Publisher>Activision
Version> PAL **Issue**> #17
96
BEST SKATING TITLE A brilliantly-realised challenge.

TOP ANGLER
Publisher> Xicat Interactive
Version> PAL **Issue**> #22
22
Don't waste your cash – this plays like a damp dog.

TRANSWORLD SURF
Publisher> Infogrames
Version> PAL **Issue**> #26
72
An enjoyable first attempt at digital surfing.

UEFA CHALLENGE
Publisher> Infogrames
Version> PAL **Issue**> #12
56
Stilted animation and odd ball movement. Shame.

UEFA CHAMPIONS LEAGUE 2001/02
Publisher> Take Two
Version> PAL **Issue**> #18
48
A competent footy game overwhelmed by irritating flaws.

VICTORIOUS BOXERS
Publisher> Empire Interactive
Version> PAL **Issue**> #14
80
This realistic boxer falls just short of greatness.

WINNING ELEVEN 6
Publisher> Konami
Version> NTSC **Issue**> #24
93
The most divinely-balanced, free-flowing footie game ever.

WORLD CHAMPIONSHIP SNOOKER 2002
Publisher> Codemasters
Version> PAL **Issue**> #14
76
Captures the atmosphere and realism of the game.

WTA TOUR TENNIS
Publisher> Konami
Version> PAL **Issue**> #23
36
Woefully inept attempt at tarting up dull tennis.

STRATEGY

AGE OF EMPIRES 2
Publisher> Konami
Version> PAL **Issue**> #15
76
Overflowing with tactical subtlety.

ARMY MEN R.T.S
Publisher> 3DO
Version> PAL **Issue**> #24
56
The one-dimensional combat melts any long-term appeal.

COMMANDOS 2: MEN OF COURAGE
Publisher> Eidos
Version> PAL **Issue**> #24
79
A gripping balance of action and strategy.

KESSEN
Publisher> EA
Version> PAL **Issue**> #05
74
Takes Japanese strategy into the major league.

KESSEN 2
Publisher> KOEI
Version> NTSC **Issue**> #20
66
Looks epic but lacks depth. One for RTS fans.

UTILITY

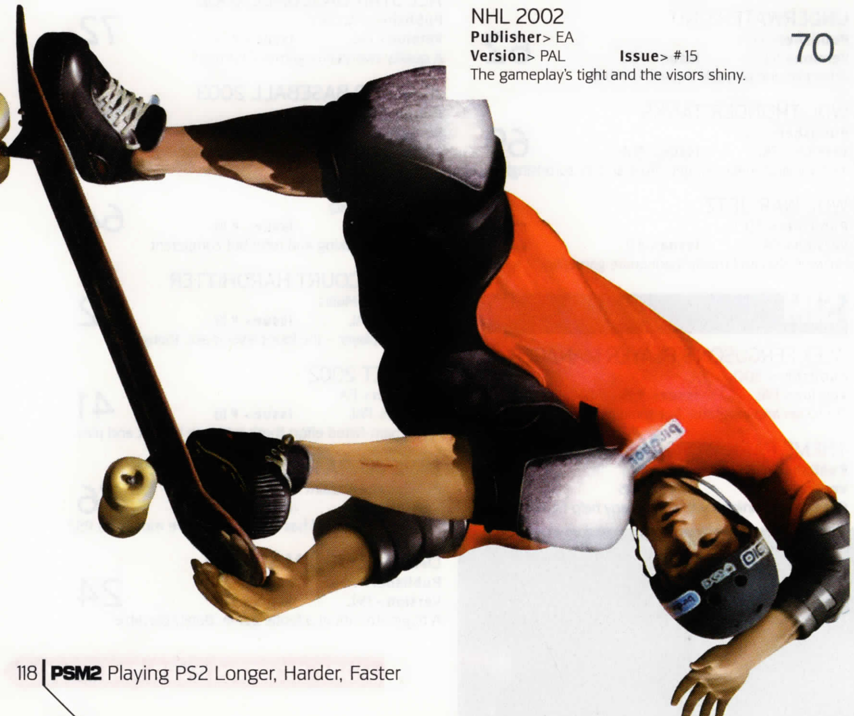
EJAY CLUBWORLD
Publisher> Empire Interactive
Version> PAL **Issue**> #26
84
A solid, fuss-free choice for the amateur DJ.

MTV MUSIC GENERATOR 2
Publisher> Codemasters
Version> PAL **Issue**> #10
90
If there's music in your soul, this disc belongs in your PS2.

MUSIC MAKER
Publisher> FastTrak
Version> PAL **Issue**> #19
23
Poor – but the naff video generating element's a laugh.

REMEMBER...

Absolute PS2 includes all the games you should be considering and all the lemons you should avoid. Don't even consider a purchase until you've got the only opinion on PS2 gaming that matters. Don't forget to see the DVD for our Must Buys...



THINK YOU'VE FINISHED?

PlayStation 2
MAT HOFFMAN'S PRO BMX 2

THINK AGAIN!

OFFICIAL AND BEST!
CRACKED!
TIMESPLITTERS 2 · HITMAN 2 · CONFLICT: DESERT STORM · RATCHET & CLANK · TEKKEN 4 · DEVIL MAY CRY · AND MORE!
PlayStation 2
OFFICIAL TIPS MAGAZINE-UK
uk.playstation.com
EVERY MAJOR NEW RELEASE TIPPED!
THIS MONTH'S GUIDES!
TIMESPLITTERS 2
RATCHET & CLANK
HITMAN 2
CONFLICT: DESERT STORM
DEVIL MAY CRY
LORD OF THE RINGS
WWE SMACKDOWN! SHUT YOUR MOUTH
PROJECT ZERO
PRO EVO 2
TEKKEN 4
RED FACTION 2
TimeSplitters 2
COMPLETE WALKTHROUGH
EXPERT COMBAT TIPS
MULTI-PLAYER MASTERY
RATCHET & CLANK
ALL MISSIONS CLEARED!
ALL GOODIES UNLOCKED
THE LATEST CHEATS-FIRST!
COOL SECRETS- REVEALED!
WWE SMACKDOWN! SHUT YOUR MOUTH
TEKKEN

TAKE YOUR PS2 GAMES FURTHER WITH THIS

THIS MONTH

We're the ONLY mag with the **COMPLETE** guide to Timesplitters 2!

TIMESPLITTERS 2
TIME SPLITTERS 2
BEST PLAYED
FIRST AID
You've conquered the beaches of Normandy, lived a Half Life, and even battled dinosaurs. But can you manage to outgun time travellers... and monkeys?
01 CROUCHING TIGER
02 QUEENSBURY RULES
PlayStation 2
HOT SHOTS
ON MY HEAD SON

FANTASTIC FIFTH ISSUE
ON SALE FRIDAY 25TH OCTOBER

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PS2

トクセンジョウホウ

FREEDOM? NO THANKS ROUSSEAU, WE'RE SIDING WITH THE MAN.

DAN

A world without rules? *Hmmm*. We'd just lie around playing *Pro Evo 2* and munching Giant Buttons. The mag would never get finished and we'd have to spend two weeks working late, grizzling like burns victims and slurping Pot Noodles. The mag doesn't write itself – trust us, we've tried – so Esther *needs* to hover around, tapping her watch and making unreasonable demands. In a world with no rules, we'd all become time-frittering layabouts. Or students. Society would fall apart.

Same for games. Without rules, they'd all be rubbish. For instance, who can remember the 'free-roaming' *Ecco the Dolphin*? All you did was swim around a lot, swearing and getting chased by sharks until you stumbled into a puzzle. No wonder so many dolphins work at SeaWorld. Even *GTA3* – the most liberating experience on PS2 – keeps players on track with endless objectives and a strict morality system. That's why *TimeSplitters 2* is so brilliant – you always know where you stand. Shoot a bloke in the head and he dies, walk under a camera and the alarm sounds – it's staggeringly consistent. To save you the pain of trial-and-error, we explain the rules of *TimeSplitters 2* on pg128, outlining every Story level and murderous Challenge. Because we're diehard gamers.

In fact, *'Splitters 2* has so many rules, you'd need to be a time-frittering layabout to work them all out by yourself. Or a student. Even when you try to hide, you see, there's no escaping discipline.

NEED HELP?

Are you cack-handed at Kessen? Boarding like a berk in SSX? Or have you got some advice you'd like to give to other readers? Then email us at PSM2@futurenet.co.uk or write to us at the usual address.

PSM2 PRO TIPS ARE POWERED BY AR2 V2

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential game in detail, but keep you up to date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

TRI AND FLAIL: Neutralise your dino-woes with our handy invisibilty cheats. Over here, Barney...

›THE PICK OF WHAT'S NEW トクセンジョウホウ

HOT TIPS

Using our cheats will make you better at games and more attractive to the opposite sex. No, *but believing it helps*.

MAT HOFFMAN'S PRO BMX 2

The following codes must be entered – quickly – at the Press Start screen, (where the riders are in the garage).

Unlock Road Trip Levels:
Boston: ⊡, ↑, ↓, ↓, ↑, ⊡
Chicago: ⊡, ↑, △, ↑, △, ⊡
Las Vegas: ⊡, R1, ←, L1, →, ⊡
Los Angeles: ⊡, ←, △, △, ←, ⊡
New Orleans: ⊡, ↓, →, ↑, ←, ⊡
Portland: ⊡, ⊗, ⊗, ⊡ , △, ⊡

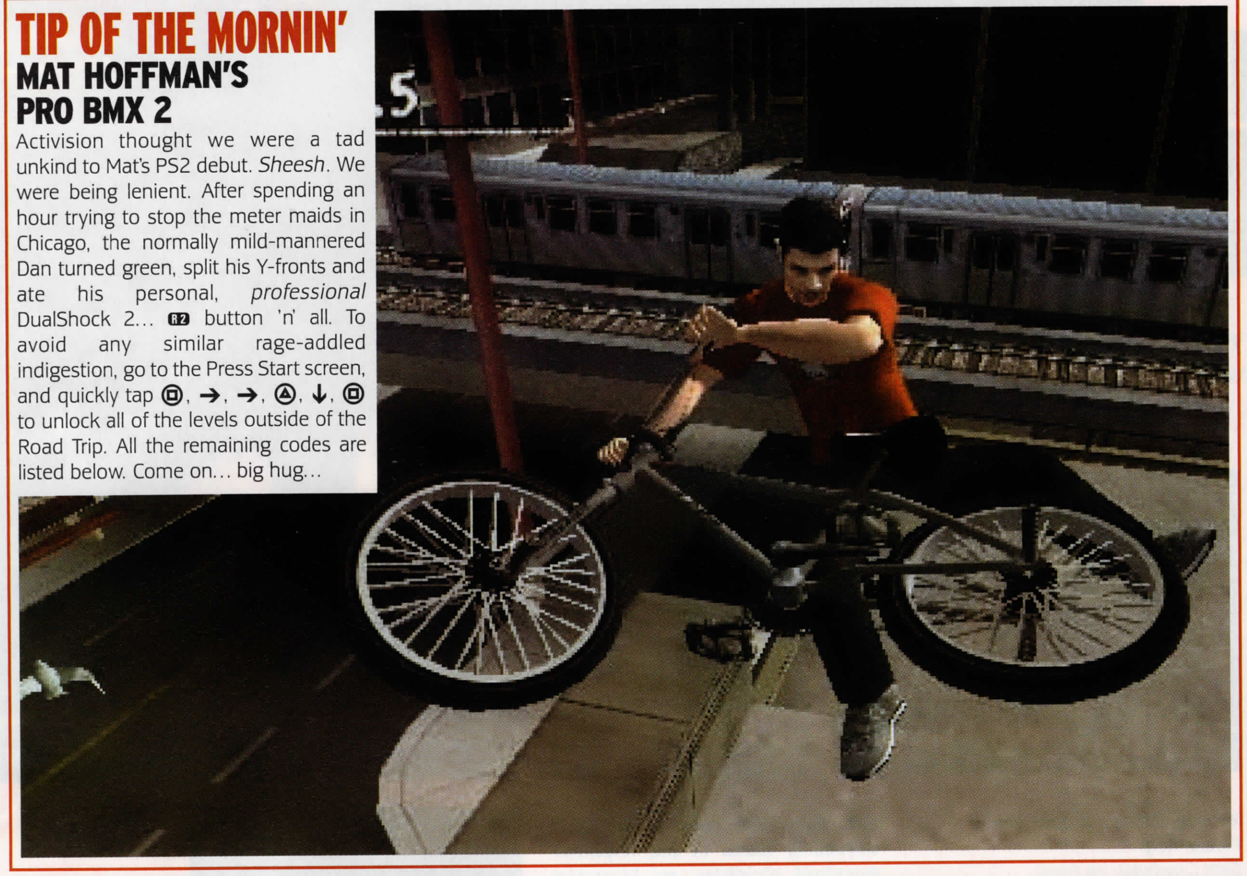
Unlock New Outifts:
Elvis: ◎, L1, L1, ↑, ↑
BMX: ◎, △, ←, →, ←, ◎

Unlock Rider Movies:
Cory Nastazio:
R1, ⊡, ◎, ◎, ⊡, ⊡, ⊡, R1
Day Smith:
R1, ◎, ←, ←, ⊡, →, →, R1
Joe Kowalski:
R1, ↑, ⊗, △, ↓, R1
Kevin Robinson:
R1, ⊗, △, ↓, ↑, R1
Mat Hoffman:
R1, ←, ◎, ←, ◎, ←, R1
Mike Escamilla:
R1, ◎, ⊗, ⊗, ◎, ⊗, ⊗, R1
Nate Wessel:
R1, ↓, △, ◎, ↓, △, ◎, R1
Ruben Alcantara:
R1, ←, →, ←, →, ←, →, R1
Rick Thorne:
R1, L1, →, R1, ←, R1
Seth Kimbrough:
R1, ↑, ↑, ◎, ◎, ◎, R1
Simon Tabron:
R1, L1, L1, R1, L1, L1, R1

TIP OF THE MORNIN'

MAT HOFFMAN'S PRO BMX 2

Activision thought we were a tad unkind to Mat's PS2 debut. *Sheesh*. We were being lenient. After spending an hour trying to stop the meter maids in Chicago, the normally mild-mannered Dan turned green, split his Y-fronts and ate his personal, *professional* DualShock 2... R2 button 'n' all. To avoid any similar rage-addled indigestion, go to the Press Start screen, and quickly tap ⊡, →, →, △, ↓, ⊡ to unlock all of the levels outside of the Road Trip. All the remaining codes are listed below. Come on... big hug...



Unlock Riders:
Day Smith: △, ↑, ↓, ↑, ↓, ⊡
Vanessa: △, ↓, ←, ←, ↓, ⊡
Big Foot: △, →, ↑, →, ↑, ⊡
The Mime: △, ←, →, ←, →, ←
Volcano: △, ↑, ↑, ⊗, ↑, ↑, ⊗

TUROK

Turok's mum and dad were called Arthur and Maureen, and he was a very ugly baby indeed...

Simply go to the cheats menu and type the following codes (cheats need to be activated before use).

Unlock Everything:
FMNFB

Invincibility:
emerpus

Invisibility:
sllewgh

Unlimited Ammo:
madman

Unlock All Levels:
sellout

Unlock All Weapons:
texas

STREET HOOPS

For the three, maybe four, of you that bought it... ho, ho, ho... no, seriously... there must be loads of you out there. *Loads*.

Enter the cheat menu and type the following codes:

Perfect Shooting:
◎, ◎, ◎, ⊡, ⊡, ⊡, R1, R2

Clock Speeds Up:
◎, ◎, ◎, ⊡, ⊡, ⊡, L1, L2

Unlock New Balls:
ABA: ◎, R2, ⊡, R2
Black: R2, R2, ◎, L2
Normal: R1, ⊡, ⊡, L1

Unlock New Uniforms:
Clown: ⊡, L1, ⊡, ◎
Cowboy: ◎, R2, R2, R1
Kung Fu: ◎, ◎, ⊡, L1
Pimp: R1, ⊡, ◎, L2
Santa: R2, L2, R2, L2
Tuxedo: L2, L2, ◎, ⊡

Block party:
R1, ◎, L2, R2

Power game:
R2, ◎, L2, ◎

Fast clock:
◎, ◎, ◎, ⊡, ⊡, ⊡, L1, L2

Unlock Lil' Romeo and Master P:
Spend several thousand dollars at the Foot Action store to unlock the duo.

STREET HOOPS

HOOPS, THERE IT IS: Take the ghetto by storm in a fetching collection of clown, tuxedo and Santa suits.

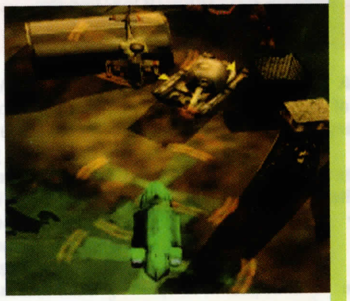
Unlock DJ Mugz, Cypress Hill, Bobo:
Beat tournament mode on 'Greatest of All Time' difficulty to unlock these stirling superstars.

Unlock Half-Man, Half-Amazing:
Beat the Urban Hitmen in world tournament mode.

Unlock Xzibit:
Win the Lord of the Court challenge at Venice Beach.

JOLLY GREEN BRYANT

Jonnie's not quite so 'jolly' this month, after an aborted attempt at recruiting Dan as Little Green Sprout. "I had barely finished painting him before he suffocated. Honestly, I've seen Goldfinger – I just don't know what I was thinking. Um... Oh, the cheats! How about this: while you're playing *Army Men: Blade's Revenge*, hold R2, press △, ◎, ⊡, ⊗, △, ⊡, and you'll get 5,000 plastic credits. Happy now? No, I won't... no, you promised me last... *right*. Fine. Ho ho ho! Jesus."



AR2 V2

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code for these AR2 codes to work.

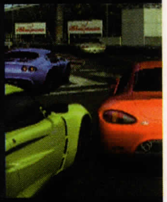
TIGER WOODS PGA TOUR 2002 (M)
0E3C7DF2
1853E59E
EE8C8CBE
BCBAC1BA

Unlock Everything
DE8456A2
BCA99B83

Lots Of Cash
DE6697EE
C19E7B82
DE6697EA
BCA99B84

All Challenges Complete
DE964DF6
BCA99B94

GRAN TURISMO CONCEPT 2002 TOKYO-GENEVA (M)
0E3C7DF2
1853E59E
EE97B96A
BCD0D8FA



NB: Cars not playable in licence mode.

Ka
DE1AF21E
BC49861B

Jazz 1.4 DSI SE
DE1AF21E
BC49884B

Lexus IS300 Sport Cross
DE1AF21E
BC498FDB

Primera
DE1AF21E
BC49910B

AirTrek Turbo-R (J)
DE1AF21E
BC49956B

Lexus SC430
DE1AF21E
BC49989B

Skyline 300GT (J)
DE1AF21E
BC4A9CFB

Civic Type-R
DE1AF21E
BC4A9E2B

Integra Type R (J)
DE1AF21E
BC4AA05B

Lancer Evolution VII GT-A (J)
DE1AF21E
BC4AA38B

Honda S2000
DE1AF21E
BC4AA5BB

Skyline GT-R M-Spec (R34,J)
DE1AF21E
BC4AA91B

Impreza WRX STi Prodrive (J)
DE1AF21E
BC4AAB4B

RX-7 Spirit R Type A (J)
DE1AF21E
BC4AAD7B

Corvette Z06
DE1AF21E
BC4AB2DB

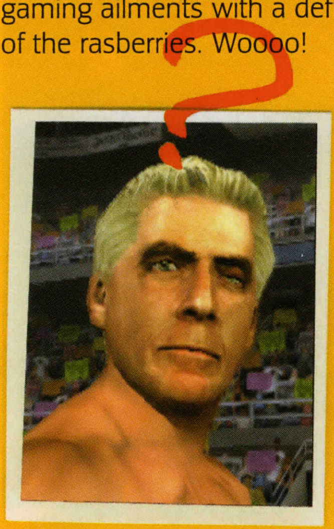
Golf GTi
DE1AF21E
BC4ABFFB

Lupo GTi
DE1AF21E
BC4AC12B

Mini Cooper-S
DE1AF21E
BC4AC35B

TEST RIK FLAIR

The WWE's infamous chest-slapping nature boy grapples your gaming ailments with a deft twist of the rasberries. Woooo!



THEFT OUT TO DRY: Sure, *Vice City's* almost here, but don't give up on *GTA3* yet.

LOST

Dear PSM2

I'm stuck on *Ico*. I've saved the game at 'The Crane'. When I move from the save point at the suspended platform to the great hall with the missing floor and missing chandelier, I'm lost. All I can do is climb to the chandelier, swipe it and make it fall to the ground – then I just run around stupidly not knowing what to do next.

Please, please, please help.

Sean McAeill, via email

Go back outside with Yorda and head down the spiraling flight of stairs close to the couch. When you reach the bottom you'll notice some bombs nearby. Take one with you. Once inside, place the bomb on the closest side to the chandelier (on the right, coming in).

If, for some reason, you don't have your stick with you, there are some over in the corner next to the pots. Set the stick ablaze and ignite the nearby bomb. Don't worry about running to a safe distance.

The way's clear for Yorda. *Woo!*

DODO

Dear PSM2

I've nearly completed *GTA3* and need some help on how to find three cars: Yankee, Flatbed and the Dodo.

Please help.

Sam Crowhurst, via email

Easy. None of the cars you've mentioned are actually mission-specific ones – the Flatbed's most commonly found in the Aspatria/Rockford vicinities on Staunton island. It can also be found in the Chinatown vicinity in Portland. The Yankee's a kind of delivery truck which you can find in Portland Harbour. The Dodo, of course, is a plane, which is best found in the Hangar on Shoreside Vale. There you go. *Wooo!*

WHOOPY

Dear PSM2

I have almost completed *GTA3* and I need some help with finding Mr Whoopy and the bus. Can you help me? Please?

Paul Mcleod, Scunthorpe

GARAGE GLITTERS: Let PSM2 solve your car-related GTA woes. Keep writing in...

Gah. OK – the bus can be most commonly found in the Aspatria/Rockford vicinities on Staunton island. It can also be found in the Chinatown vicinity in Portland. The Mr Whoopy, however, can *only* be found in the Cedar Grove vicinity in Shoreside Vale. For some reason, driving a Moonbeam will make them appear. *Wooooooo!*

MONEY

Dear PSM2

After producing some hi-larious and informative Smackdown cards when the last game came out, are you planning to do the same with *SYM?* I'd happily pay good money to the person who designed them...

Rob Loft, Sheffield

That's nice to know because we sure are, Rob. *Wooo-hooo-hooo! Cough.*

PURPLE

Dear PSM2

I am currently playing *GTA3*, and have run into extreme difficulty doing the first mission for the Red Jacks at the phone booth in Shoreside Vale. The mission is to kill as many Purple Nines in two and a half minutes using a drive-by Uzi. But there's one problem, though – in about 25 attempts I have yet to find a single Purple Jack to shoot! Only dozens of Red Jacks... Any ideas?

James, Anglesey

10:14
$00044542
018
100

BILLY SNIPER: Have you tried taking pot shots at the moon? No? What are you waiting for?

Aargh. This is actually a glitch in the game. It *tends* to happen if you've completed the D-Ice missions, saved the game and then started a new one – because the gang war's won, the nines are already wiped out. Unless you've got a save before this happens, the only way to complete the game 100% is to wipe all the save data off your memory card and restart. What a complete pain in the grinner, eh? To check if this is going to happen early in the game, use the flying car cheat (→, R2, ◎, R1, L1, ↓, L1, R1) to leap across the broken bridges to Shoreside. Wooo.

BAFFLED?

SHARE YOUR SUFFERING WITH PSM2...

Next month, we'll have an entirely new tips guru at the helm – Ratchet, or Dr Spong from *Haven*, perhaps. Or possibly someone actually funny. Don't be shy, if you've got a gaming googleplex, send your query to...

Test an Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW. Or email it to PSM2@futurenet.co.uk.

BYTESIZE

スカラシサ

RATCHET & CLANK

When you get hold of the Hydropack, mosey on back to Novalis and jump in the river. Once you're under the second bridge, take the fork left for a secret area filled with Blarg and some bonus items.

SUMMONER 2

Don't be tempted to play as Maia regardless of how much you like her dress sense. Instead, opt for Sangaril to start with, leaving the Queen's AI on Healer. This way she'll patch you up during combat. Neat.

WWE SMACKDOWN!

In a tag match, take a weapon into the ring, then drop it just before the ref confiscates it. Waggle R3 to summon your partner – then clang your opponent with a Chair Smackdown for the easy pin.

MARVEL VS CAPCOM 2

Pick characters whose combos complement each other – ie, if you score a hit with Cyclops' Super Optic Blast, it's impossible for an opponent to block Wolverine's Beserker Barrage.

ROCKY

If your opponent's out of punch power and swinging wildly, hold L1 as you tap punch to dodge his feeble blows and lunge back in with a proper chin-masher. Should go down first time. Thwocko!

PRO EVO 2

To sneak your way past an incoming tackle, stab at the R2 button – the player should poke the ball ahead of him and make space. At very worst, you'll get a free kick – valuable at the edge of the box.

FIFA 2003

You can use the right analogue stick to perform a special move and beat a defender. The timing is crucial, unlike the cheesy special moves of old. Giggs and Henry are especially elusive.

FROM THE MAKERS OF GamesMaster

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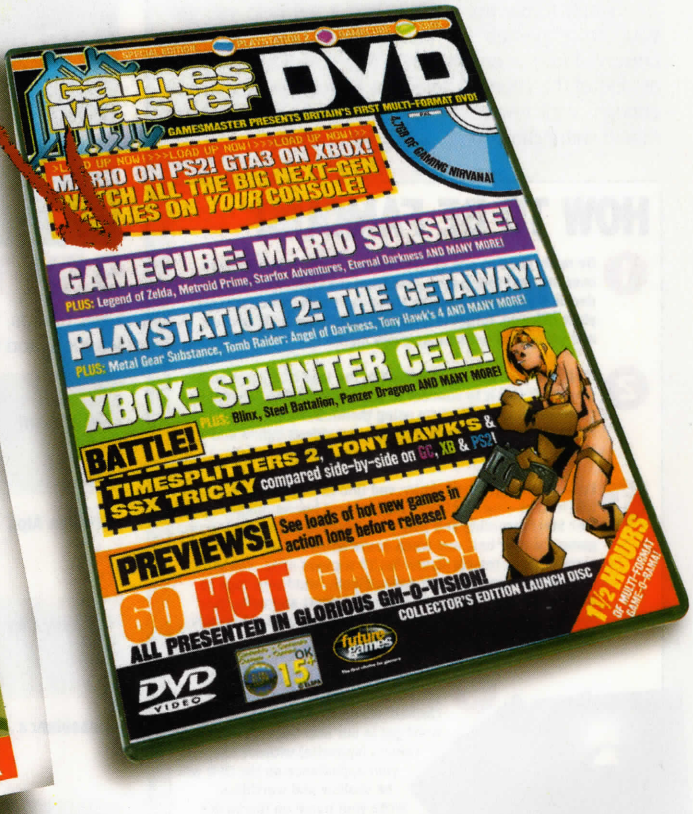

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PSM2 PRO-DOJO

Welcome to the Dojo – the place where gamers strive to join PSM2's hallowed order of gaming masters. Within these bamboo-and-paper walls you will find only the greatest gaming ninjas. Join us…

NEW LEAGUES

Next issue sees an autumn shake-up of PSM2's hall of fame. Send in your best times, highest scores and major achievements for **TimeSplitters 2**, **Burnout 2**, **Colin McRae Rally 3** – and **GTA: Vice City**!

WIN! ACTION REPLAY Don't forget, we've got prizes up for grabs. If we're really impressed by your gaming skills, we'll litter your home with prizes. Get plugging away on **GTA: Vice City** right now – and send us your videos!

PROVE YOUR MASTERY!

Being a Ninja isn't easy. Merely finding out what qualifications you need or getting a couple of weeks' work experience can be a nightmare. Fortunately being one of PSM2's Pro Dojo Ninjas is rather easier. And there's none of that breaking tiles with your face business either.

Simply follow the guide below. It will help you get your score printed on these pages, and your face preserved forever on crisp DVD. PLUS! As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the greatest achievements each month with Action Replay 2 cartridges. **PSM2**

HOW TO BE FAMOUS!

1. Be really good at one of our challenge games. Have a look over the next four pages, read what the challenge is and decide if you can do better. If you can't even beat our tenth place offering, forget it… We only want new chart entries, and we update our listings every month.

2. Plug your PS2 into your video. Got the lead that came with your PS2? Use it to connect to your video's SCART socket or composite inputs (if you're using them). Switch to your TV's video channel then cycle through your video's inputs and you should see your PS2 lurking on one of them.

3. Load up your game of choice and find the music option. Turn this to zero – we want your game sound but no dodgy music, OK? Start recording and play your replay or begin playing the game. Do your best and when you're done, record the high-score table or results screen for 30 seconds or so, so that we can see your performance easily. Finally, wind your tape to the beginning of your award-winning effort and write your name, challenge and score on the label on the tape (or stick a piece of paper on it).

4. Almost done. Now get a picture of yourself. Any picture. Naked. Fully clothed. We don't give a monkeys. You won't get in our Star Dojo players column (opposite) without one, and your appearance on the DVD will be shallow and worthless. Write your name on the back of the photo to ensure our postal computer doesn't lose it.

5. Fill in the form at the end of the section. We do accept photocopies (we can't bear to cut up our PSM2s either) and put all three things (your video, your photo and your entry form) in an envelope and post the lot to us. Good luck.

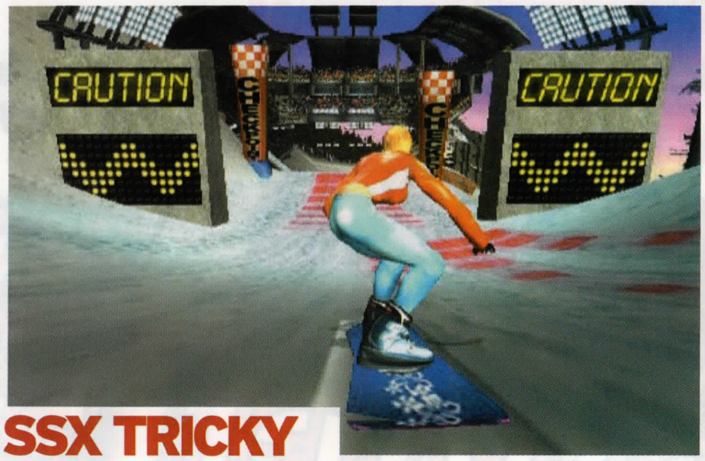
PRO DOJO CHECKLIST:

✓ Photo ✓ Video ✓ Entry Form

BINGO!

The address is: Pro-Dojo, PSM2, Future Publishing, 30 Monmouth St, BATH BA1 2BW, UK.

The closing date is Friday 22nd November. And, if you've already sent an entry, relax – we put the mag together ages before it hits the shops.



SSX TRICKY

Über boards, full stats and the best characters seem to be a standard in this league – and the phenomenal scores you're putting in prove they're working.

	TOP SCORES	
Snowdream	1,813,890	Alex Sandison
	1,701,450	Alex Sandison
	1,557,780	Jonathan Minott
Elysium Alps	2,730,740	Austin O'Toole
	2,629,495	Sam Payne
	2,591,760	Jeff Bell
Merqury City	2,828,640	Alex Sandison
	2,594,165	Austin O'Toole
	2,265,770	Sam Payne
Mesablanca	1,500,890	Alex Sandison
	1,435,645	Austin O'Toole
	1,036,880	Amanda Offord
Tokyo Megaplex	2,409,945	Alex Sandison
	2,198,630	Austin O'Toole
	2,187,640	Anthony Portch
Pipedream	2,531,230	Austin O'Toole
	2,325,820	John Norman
	2,312,200	Anthony Portch
Garibaldi	2,133,850	Alex Sandison
	1,983,820	Austin O'Toole
	1,947,200	Chris Abnett
Alaska	2,123,410	Alex Sandison
	2,075,255	Amanda Offord
	1,837,801	Jeff Bell

	TOP TIMES	
Snowdream	1'47"93	Austin O'Toole
	2'05"10	Frederick Astier
	2'06"55	Alex Duffy
Elysium Alps	3'26"16	Austin O'Toole
	3'28"38	Simon Baggott
	3'30"14	Frederick Astier
Merqury City	2'31"26	Austin O'Toole
	3'28"76	Gareth Russell
	3'29"43	Carl Musgrove
Mesablanca	2'13"58	Austin O'Toole
	2'25"43	Gareth Russell
	2'29"54	Andy Lyle
Tokyo Megaplex	2'26"44	Austin O'Toole
	3'15"13	Dean Edwards
	3'21"68	Damian Lobbett
Aloha Ice Jam	1'32"99	Austin O'Toole
	1'37"64	Alex Duffy
	1'40"75	Carl Musgrove
Garibaldi	2'38"54	Austin O'Toole
	2'39"54	Carl Musgrove
	2'40"43	Gareth Russell
Alaska	4'06"23	Andrew Stone
	4'14"21	Austin O'Toole
	4'23"56	Frederick Astier

GRAN TURISMO 3

Fancy competing on *GT3?* Then send us your Free Run Arcade lap times using the Castrol Supra.

SUPER SPEEDWAY

0'26'696	Daniel Byatt
0'27"701	Tommy Willumsen
0'27"744	James Gott
0'28"341	Dave Barnard
0'28'461	Desmond Foley

MIDFIELD RACEWAY

0'57"426	Freddy Jenssen
0'57"726	Tommy Willumsen
0'57"799	James Gott
0'58"249	Dave Barnard
0'58"397	Colin Doran

SMOKEY MOUNTAIN

0'56"629	Christopher Hill
0'56"644	Chadi Samad
0'57"861	James Gott
0'58'707	Desmond Foley
1'01"817	Donna Betts

TRIAL MOUNTAIN

1'06"337	Freddy Jenssen
1'07"605	Tommy Willumsen
1'07"835	James Gott
1'08"124	Aedan Sherry
1'08"146	Colin Doran

SWISS ALPS

0'56"784	Kim Saarinen
0'58"669	Christopher Hill
1'04"600	James Gott
1'06'673	Desmond Foley
1'09"134	Dave Barnard

BURNOUT

How fast can you go when there's traffic all around you? Only the fastest drivers can make it to the top of this leaderboard, so rev that engine and get going!

USA MARATHON EX

5’25”239	Shaun Hewer
5’37”456	Paul Griffiths
5’45”129	James Merrett
6’07”552	David James
6’09”004	Sam Trent

USA MARATHON

5’48”979	Shaun Hewer
5’52”250	Paul Griffiths
5’53”388	Adam Watson
5’59”222	James Merrett
6’13”579	Simon Douel

COUNTRY CHAOS

1’27”279	Shaun Hewer
1’32”883	Christopher Hill
1’35”383	Simon Douel
1’38”059	Jonathan Kay
1’42”728	Paul Griffiths

NIGHT SHIFT

1’18”819	Shaun Hewer
1’20”650	Christopher Hill
1’24”116	Simon Douel
1’25”599	Jonathan Kay
1’26”398	Paul Griffiths

GRIDLOCK USA

1’19”559	Shaun Hewer
1’21”279	Simon Douel
1’22”583	Justin Beard
1’22”900	Christopher Hill
1’24”259	Jonathan Kay

CLIFF HANGER

1’30”595	Shaun Hewer
1’32”819	Simon Douel
1’34”638	Christopher Hill
1’42”239	Jonathan Kay
1’45”219	Paul Griffiths

HILLSIDE PASS

1’30”359	Shaun Hewer
1’32”382	Christopher Hill
1’34”250	Justin Beard
1’35”549	Simon Douel
1’35”659	Jonathan Kay

RUSH HOUR

1’58”299	Shaun Hewer
2’01”999	Simon Douel
2’04”888	Christopher Hill
2’10”559	Jonathan Kay
2’12”550	James Merrett

INTERSTATE

2’12”816	Christopher Hill
2’13”659	Shaun Hewer
2’16”588	Adam Watson
2’17”899	Justin Beard
2’18”279	Simon Douel

EURO MARATHON EX

3’31”999	Shaun Hewer
3’42”674	James Merrett
3’48”994	Paul Griffiths
3’56”406	David James
3’58”005	Sam Trent

EURO MARATHON

3’38”300	Shaun Hewer
3’47”100	James Merrett
3’56”228	Paul Griffiths
3’59”402	David James
4’03”222	Sam Trent

SUNSET RIVER

1’35”219	Shaun Hewer
1’36”259	Simon Douel
1’36”900	Christopher Hill
1’40”360	Jonathan Kay
1’43”227	James Merrett

TWILIGHT HARBOUR

1’56”850	Christopher Hill
1’57”299	Shaun Hewer
2’00”316	Justin Beard
2’01”259	Simon Douel
2’03”888	Adam Watson

HARBOUR TOWN

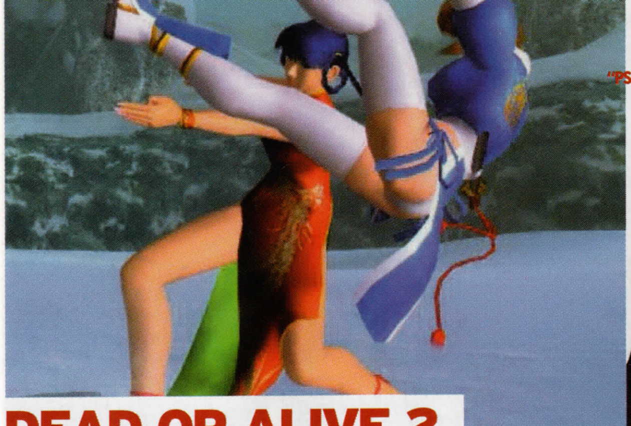
1’51”100	Shaun Hewer
2’00”116	Christopher Hill
2’02”226	James Merrett
2’04”919	Justin Beard
2’06”740	Simon Douel

VIRTUA FIGHTER 4

First we'll see what your win rate is, then the person with the most wins will head the list for that rate. And tell us who your character is!

KUMITE MODE

Win Rate	Wins	Ranking	Character	
100%	1257	High King	Not stated	David Peacock
98%	1137	xxx	Vanessa	Dean Cash
98%	1056	xxx	Shun	Johnny Martin
97%	1122	xxx	Kage	Gareth Young
92%	978	xxx	Lion	Sam Vincent



DEAD OR ALIVE 2

How many wins can you manage in Survival mode? And how quickly can you win in Time Attack mode? Come on, fight!

SURVIVAL MODE

100 Wins	Daniel Drysdale
59 Wins	Carl Robinson
47 Wins	Stephen Rutter
43 Wins	James Cosgrove
31 Wins	David Johnson

TIME ATTACK MODE

1’12”84	Bryan Henriquez
1’14”72	Jan M de Vlas
1’17”27	David R Holt
1’21”25	Alan Connell
1’24”42	Miles O'Owyers

TONY HAWK'S PRO SKATER 3

OK, a bit of rule-clarification, here. You can use any character with full stats – but no using the perfect balance, super stats or moon gravity cheats. That's no test of skill!

FOUNDRY

22,301,343	Mathew Bevan
20,536,604	Simon Brett
7,392,910	Steve Moran
6,451,056	John Fearnley
5,514,274	Stuart Hurst

CANADA

19,970,090	Mathew Bevan
17,364,884	Simon Brett
7,787,342	Steve Moran
7,526,639	Andrew Sandilands
7,365,065	John Fearnley

RIO

24,581,732	Mathew Bevan
21,030,292	Simon Brett
18,023,097	Tom Brasher
14,887,595	John Fearnley
11,007,304	Per Andersson

SUBURBIA

19,596,836	Mathew Bevan
15,500,490	Simon Brett
9,465,538	Mathew Bevan
9,287,799	Simon Brett
8,104,749	Andrew Sandilands

AIRPORT

32,208,636	Mathew Bevan
31,030,436	Tom Brasher
27,156,478	Simon Brett
18,971,505	Ian Vincent
18,828,702	David Reynolds

TOKYO

15,830,454	Simon Brett
11,004,304	Mathew Bevan
9,127,749	John Fearnley
7,814,291	Alex Farrell
6,603,609	Steve Moran

LA

17,449,583	Simon Brett
17,256,740	Mathew Bevan
13,251,365	Per Andersson
11,426,290	John Fearnley
8,273,009	Steve Moran

CRUISE SHIP

17,503,808	Mathew Bevan
17,050,835	Simon Brett
9,176,116	Alex Farrell
7,715,171	Per Andersson
7,257,070	Mathew Lewis

SKATER ISLAND

18,145,052	Simon Brett
17,672,717	Mathew Bevan
17,607,833	Tom Brasher
10,029,387	Andrew Sandilands
7,876,982	Steve Moran

PRO-DOJO

"PSM2 READERS ARE BETTER AT GAMES THAN ANYONE"

IN THE DOJO

›PLACES FOR FACES

SHAUN HEWER

Put down the cleaver...

You can't see it, but Shaun is brandishing a culinary tool. His scores are good enough to get him in the Dojo, but he's a desperate man. With nice whiskers.

KARL WOOD

Get lost, John Travolta

Karl stayed well and truly alive for our *GTA3* challenge. He skulked around in the train tunnels, which is a bit odd, but ninjas are supposed to be sneaky.

JOHN FEARNLEY

Fava beans and a nice chianti...

The *THPS3* board is one of our toughest challenges. John is determined – or psychopathic – enough to get on the board. Possibly by eating the opposition.

JAMES HALL

The minute he walked in the joint...

James is a man of distinction, 'cause he's a real big earner. Hmm, if driving a crazy taxi pays that well, we're ditching the Dojo and learning the Knowledge.

DANNY BARHAM

Rumblin' rows

Scoring well in *State of Emergency* and *Smackdown*? Remind us not to pick a fight with Danny. Unless it's a real one – we reckon we could take him...

The senders of the five most significant scores each month – *as long as they actually bother to reveal themselves* – will win this smart piece of kit, which not only lets you unlock hidden stuff in your game but lets you watch import DVD movies in full RGB!

METAL GEAR SOLID 2: SONS OF LIBERTY

No, you don't need to record ten hours of fighting – just send us your best times on the boss battles.

BOSS BATTLE TIME ATTACK

OLGA

00' 16"94	James McNeela
00' 17"92	Shaun Mannion
00' 18"78	Steven Powell
00' 19"88	Matthew Harrison
00' 19"90	Paul Stuckley

FATMAN

00'21"78	James McNeela
00'25"22	Ryan Lee Cant
00'24"46	Lewis McKenzie
00'25"06	Desmond Foley
00'25"22	Ryan Lee Cant

HARRIER

00'32"98	Lewis McKenzie
00'40"20	James McNeela
00'41"44	Desmond Foley
00'55"32	Russell Porter
00'56"40	Mithun Umrao

VAMP

00'01"88	James McNeela
00'02"92	Lee O'Halloran
00'03"40	Daniel Buck
00'03"54	Daniel Miller
00'04"10	Paul Stuckley

METAL GEAR RAY

00'07"26	James McNeela
00'08"92	Christopher Hill
00'08"92	Russell Porter
00'09"08	Desmond Foley
00'09"56	Mithun Umrao

SOLIDUS

00'27"20	James McNeela
00'38"16	Shaun Mannion
00'40"46	Christopher Hill
00'40"00	Steven Goddard
00'40"16	Ryan Lee Cant

OVERALL TIME

2:10:46	James McNeela
2:46:24	Lewis McKenzie
2:48:74	Desmond Foley
2:58:32	Russell Porter
3:01:12	Daniel Richmond

WWF SMACKDOWN! JUST BRING IT

We're looking for the fastest win and the most wins in slobberknocker mode. Bring it on!

SLOBBERKNOCKER

99 Wins	Adam D'Arcy
72 Wins	Kevin Nunes
71 Wins	Steven Barton
67 Wins	Gordon McTurk
65 Wins	Lee Todd
60 Wins	Osman Bolukbasi
60 Wins	Danny Barham

FASTEST WIN

0'02"	Darryn Donnelly
0'02"	Antony Longmore
0'03"	Patrick Fay
0'03"	Steven Barton
0'05"	Kieron O'Connor
0'05"	Shane Cullen
0'06"	Marcel Falzon

50000
1650
TIME
88 km

SSX CHAMPIONS LEAGUE

You're not showing any sign of being 'board' of this one yet. How could you be – keep those top scores coming in!

TOP SCORES

Snowdream	487,750	Mathew Bevan
	429,190	D Mackay
	400,170	Paul Woodall
	364,000	Daniel Hurtley
	352,360	Marc McKeown
Elysium Alps	833,240	Sam Payne
	704,950	Richard Dixon
	682,950	Mathew Bevan
	656,805	Paul Woodall
	608,200	Gavin Haywood
Merqury City	568,845	Paul Woodall
	515,500	Mathew Bevan
	486,975	Gavin Haywood
	446,040	Marc McKeown
	439,240	Ryan Smith
Mesablanca	506,870	Mathew Bevan
	380,081	M Dodsworth
	368,530	Marc McKeown
	357,100	Paul Woodall
	328,225	Ryan Smith
Tokyo Megaplex	500,600	Sam Payne
	467,715	Paul Woodall
	464,690	Mathew Bevan
	449,245	Gavin Haywood
	384,495	Paul Woodall
Pipedream	700,670	Mathew Bevan
	676,360	Paul Woodall
	665,720	Mathew Bevan
	661,420	Paul Fletcher
	637,531	Gavin Haywood

TOP TIMES

Snowdream	1'48"15	Daniel Hurtley
	1'52"22	David Mulholland
	1'53"80	B. Henriquez
	1'53"72	Lu-Hai Liang
	1'53"83	Marius Cheek
Elysium Alps	3'49"77	Jonathan Kay
	3'49'95	Paul Redman
	3'49"99	David Mulholland
	3'52"72	Lu-Hai Liang
	3'55"14	Iain Jackson
Merqury City	2'31"66	Marius Cheek
	2'40"62	David Mulholland
	2'43"20	Lu-Hai Liang
	2'45"09	Paul Fletcher
	2'55"30	David Barnard
Mesablanca	2'16"09	David Mulholland
	2'16"21	Daniel Hurtley
	2'22"82	Jack Pope
	2'23"01	Amanda Offord
	2'24"12	David Mulholland
Tokyo Megaplex	2'44"90	David Mulholland
	2'46"14	David Hipperson
	3'07"11	Marius Cheek
	3'09"53	Daniel Hurtley
	3'14"00	Thomas Pooley
Aloha Ice Jam	1'33"29	Mike Williams
	1'38"70	David Mulholland
	1'41"22	Marius Cheek
	1'41"47	Jonathan Kay
	1'44"60	Paul Redman
	1'44"77	Lu-Hai Liang

MOTO GP

Dojo Tip: Set up the DualShock 2 so that you've got accelerate and brake on the right analogue. It feels weird to start with, but it's the only way to crack the really top times.

JAPANESE GP
SUZUKA

2'02"900	John Hamilton
2'03"018	Shaun Hewer
2'03"220	Ed Dawson
2'03"558	Jon Dudley
2'04"450	Doug Bradbury

FRENCH GP
PAUL RICARD

1' 15"936	Jon Dudley
1' 16"810	Andrew Wynwe
1' 16"510	Shaun Hewer
1' 18"292	Johan Persson
1' 18"676	David Barnard

SPANISH GP
PEREZ

1'39" 176	Shaun Hewer
1'40" 140	Jon Dudley
1'41"486	Andrew Wynwe
1'42"390	Paul Fawcett
1'42"528	David Barnard

BRITISH GP
DONINGTON

1'27"372	Jon Dudley
1'28"038	Shaun Hewer
1'28"336	Andrew Wynwe
1'29"986	David Barnard
1'30"686	Johan Persson

PACIFIC GP
MOTEGI

1'46"992	Jon Dudley
1'47" 116	Shaun Hewer
1'47"506	Andrew Wynwe
1'49"396	Paul Fawcett
1'49"496	David Barnard

PRO-DOJO

"PSM2 READERS ARE BETTER AT GAMES THAN ANYONE"

GRAND THEFT AUTO 3

Since it's possible to cheat on *GTA3*, we've created our own challenges.

THE CROSS TOWN TRAFFIC CHALLENGE

To test your driving skills. The challenge is simply this – get from the Shoreside Vale safe house to the the arch under Portland Island's lighthouse – in the shortest time possible. Anything goes, except for using the Dodo.

FASTEST TIME

1'20"19	Adam Justice
1'22"58	Desmond Foley
1'25"87	Shaun Selley

THE YOU'LL NEVER TAKE ME ALIVE! CHALLENGE

Enter the full health cheat (R2x2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑). Enter the full weaponry cheat (R2x2, L1, R2, ←, ↓, →, ↑, ←, ↓, →). Fire a rocket-launcher into Shoreside Vale cop station, and see how long you last. You can run, you can hide – but you *can't* enter any more cheats, pick up bribes or get a spray job.

LONGEST TIME

15'14"00	Karl Wood
11'46"23	James Febbupt
11'35"	Mithun Umrao

THE FLYING WITHOUT WINGS CHALLENGE

For how long can you fly the Dodo? How far can you make it off the unique jumps? We've managed some truly Evel Knievel-rivalling tricks via the physics of firing the Rhino's guns backwards and caning it off a hill.

LONGEST TIME

6581 secs	John Scott
6419 secs	Desmond Foley
6243 secs	Luke C Hinson

TEKKEN TAG TOURNAMENT

When you send in your score for this one, don't forget to **tell us who was in your team**!

SURVIVAL MODE

430 Wins	Jin and Heihachi	Liam Raymond
400 Wins	Paul and Jack-2	Sung Jun Han
370 Wins	Law and Paul	Dion Verhoef
126 Wins	Ganryu and Jack-2	Hayden Joyce
109 Wins	Lee and True Ogre	Jamie Cory

TEKKEN BOWL

300 Points	Ganryu and Jack-2	Hayden Joyce
300 Points	Jin and Gun Jack	Amir Chaumoo
300 Points	Brian and Julia	Amanda Offord
300 Points	Bryan and Yoshi	Aaron Conway
300 Points	Law and Paul	Sung Jun Han

TIME ATTACK MODE

1'52"70	Not stated	Bryan Henriquez
1'53"00	Jin and Paul	Stuart Morrison
2'00"00	Jin and Paul	Liam Raymond
2'09"26	Jin and Paul	Allain Baillie
2'41"80	Jin and Julia	Dan Atherton

CRAZY TAXI

Who'd have thought driving a cab could pay so well?

ARCADE MODE

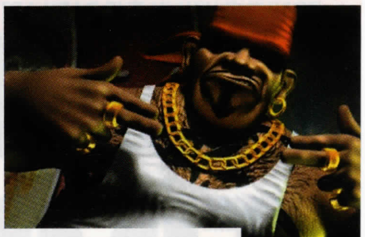
$68,750.44	James Hall
$65,000.00	Stuart Morrison
$61,563.30	John Keighley
$49,445.00	Paul Fletcher
$41,595.48	Ben Raffles

TIMESPLITTERS

Do you feel lucky? Well, do you, punk? Send us your fastest times for each level in this lightgun shooter, then.

STORY MODE (NORMAL)

Level	Top Times	
Tomb	1'18"1	John Norman
	1'24"4	C Minshaw
	1'53"6	David Peacock
Chinese	1'23"5	John Norman
	1'55"7	Peter Nickson
	2'02"2	David Peacock
Cyberden	1'07"1	John Norman
	1'09"5	David Evans
	1'12"7	Michael Mitchell
Village	0'29"9	David Peacock
	0'30"6	C Minshaw
	0'32"3	Daniel Nizidek
Chemical Plant	0'24"2	John Norman
	0'28"7	David Evans
	0'31"6	Daniel McCabe
Planet-X	1'09"8	John Norman
	1'13"0	Peter Nickson
	1'13"9	David Evans
Mansion	0'58"4	John Norman
	1'27"1	Michael Mitchell
	1'29"0	Daniel McCabe
Docks	1'13"5	Peter Nickson
	1'28"2	Daniel McCabe
	1'22"1	Steven Drew
Spaceways	0'58'7	John Norman
	1'00"7	David Evans
	1'01"0	Tim Preston



STATE OF EMERGENCY

Three minutes to overthrow a corrupt corporation? We've done worse. Top scores from 3-Minute Kaos and Last Man Standing, if you don't mind.

THE CAPITOL CITY MALL

3-Minute Kaos

1,642,800	Daryl Turnbull
724,700	Carl Robinson
561,800	Theo Litston

Last Man Standing

3.09	Sean Bedford
6.08	Andy Minkley
6.13	Johnny Martin

CHINATOWN

3-Minute Kaos

1,434,400	Daryl Turnbull
538,000	Danny Barham
518,200	Carl Robinson

Last Man Standing

5.07	Dean Cash
5.24	Andy Minkley
5.31	Johnny Martin

EAST SIDE

3-Minute Kaos

574,300	Danny Barham
532,700	Carl Robinson
406,400	Chadi Samad

Last Man Standing

3.21	Andrew Cooper
4.10	Gareth Young
4.24	Johnny Martin

CORPORATION CENTRAL

3-Minute Kaos

625,500	Carl Robinson
585,100	Danny Barham
515,700	Sean Bedford

Last Man Standing

10.33	Sean Bedford
12.20	Dean Cash
12.23	Johnny Martin

THINK YOU CAN DO BETTER?

Then fill in the form, send us a message to print – as long as it's witty – and make sure you're as good as you think you are.

PRO DOJO ENTRY FORM

PSM2,
PRO DOJO,
FUTURE PUBLISHING,
30 MONMOUTH STREET,
BATH BA1 2BW

Dear PSM2,
I'd like to join your elite order of shadow warriors. Please. I can bring my own blowpipe and everything.

And I enclose... MY PHOTO ☐ **A VIDEO OF MY ACHIEVEMENT ☐**
(Now put me on your DVD!)

I've got the following scores...

Game Score

Name

Age

Address

A POLITE NOTICE

As you can imagine, we get sent hundreds of tapes every month, and while you can rest assured that we *do* go through them *all*, magazine deadlines mean they might not turn up as early as you're expecting. *Please* don't ring us up, as we're not going to know offhand if you're currently top of the leaderboard, and we're less funny when we're tetchy.

TIMESPLITTERS 2

PART 1

SPLIT! Were you killed by an enemy who attacks like a Rhino? Did a nasty puzzle have you running down the street kicking strangers? The horrors are over. With our furious tips hammer – you can demolish those 4D walls of woe.

AIM OF THE GAME

It's been some time coming, but they say the best things come to those who wait. *They* are right. *They* don't have much to say about how tough these best things can be, mind. And *TimeSplitters 2* – a ten level time-hopping quest for death that makes Quantum Leap look, well, just *stupid* – is one mean game. You're commandos. You need to stop the TimeSplitters. You must do this with a gun. Simple, deadly, inspiring fun.

HELP ME, I SAY!

Unlike the first *TimeSplitters* this toasted bun has the same objective-led structure as N64's *GoldenEye*. All the main and secondary objectives have been worked out, and we've jumped a few feet-dampening puddles for you – that devious pillar puzzle in the Aztec for one. Oh, and that robot army that turns up in the factory for two. That's just dead hard, but we've made it easier for you. Why? Because we like you. Now send in your good *TS2* to stuff to Pro-Dojo…

WHAT WE SAID...

REVIEWS
TIMESPL ITTERS 2

PSM2 ISSUE #25 August 2002

> "A throat-coarsening, eye-wrecking stormer of a multiplayer experience, and we'd recommend it to anyone with thumbs."

WHAT WE SAY NOW

Simply the greatest multiplayer game on PS2. This is zen-balanced gameplay – sublime in single-player, and supreme with friends. *TimeSplitters 2* belongs in your PS2.

95

1990 - SIBERIA

WEAPONS:

PISTOL:

Your basic and trusty shooter is fine if you're good with head shots. Try and use this when you can to save ammo on the more advanced weapons.

SNIPER RIFLE:

Obviously, a bloody lovely pipe for whacking a clown on the other side of the circus, but ammo is scarce so don't use it just because you can't be arsed changing back to the pistol.

TIMED MINES:

The evidence burner's choice, but also damn useful for wiping out groups of cretinous mutants. When they home in on you, slap one of these on their bonce and they'll turn around and walk the other way, sometimes into a gathering of other mutants. Group death, sir? Cer-toin-ly.

S47 MACHINE GUN:

The best weapon of the level. Nice and rapid for when you feel all ganged up on, and has a handy zoom feature that, while it hasn't got the same scope as the sniper rifle, does allow you to take out enemies without having to get too close. To save ammo, rather than just let rip, zoom in and aim a single shot for the head. You can keep to a distance, so if you miss, have another crack at it. Has a bloody lovely grenade launcher as a secondary function, which is ace for taking out enemies lurking around corners.

REMOTE MINIGUN:

Controlled from a terminal sporting a joystick, you control both a camera and a minigun – a monstrous weapon that could bring down a building. It's a little cowardly, in that you can be in another room from your victim. Ace.

12 GAUGE SHOTGUN:

You only get this just as things get mutant, and even a full blast in the chest doesn't stop the freaks coming. This tool is best used on the special forces that turn up. It's got a long reload so always top the barrel up when given the chance.

FLAME-THROWER:

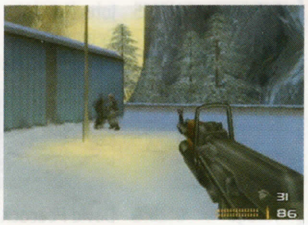
A very nasty tool that you'll find behind door one in the digging site (once the red laser gates have dropped and the mutants pour out). The harder mutants will not die once aflame, and will chase you and try to set you alight, so don't use it on them. It's good for taking out special forces, though.

ENEMIES:

The **guards** you come across before the Bio Hazard stuff kicks off shouldn't pose much of a problem – they're not too fast, and even through they wave their heads at a single touch, you should be able to train your site over their faces and cap 'em easy. They can also be taken out without them knowing you're there.

The **mutants** can be a real pain if you haven't got the headshot sorted. The bald headed and melted headed ones are the toughest – they can endure loads of body hits and they don't die when they're on fire. When the special forces turn up, it's wise to get your S47 on the go. These bastards use advance 'bot AI. You might want to use the odd grenade if there's a couple that need taking out.

There's also two **snipers** in this level. The first one appears at the top left of the dam when you run over the roof planks near the start. And another one will appear on the top right when you come out of the dam on the other side. Use your fists for those. Failing that, there's always the sniper rifle…



ALL BAR GUN: The Mutants attack the special forces soldiers, so let them take 'em out.

GETTING STARTED:

The whole outside area can be done with stealth if you take the two cameras out with the sniper rifle (you can also see the camera's view range in the uplink). The guards don't know you're there, if you use your uplink to see where they are, and a spot of *MGS*-style sneaking around means you can take everyone out without much fuss. Just keep you distance if they're facing your way (they're short-sighted, but not that short) and use sniper shots.

Alternatively, if they're facing away, run over to 'em and use a pistol shot in the back of the head. This goes for all soldiers you come across in the dam and the second base you enter.

4 File cabinets remaining
19

SWEET FILE 'O MINE: Make sure you open the cabinet or it's a wasted mine.

EVIDENCE BURNING:

There are five sets of evidence tucked away in closets which you need to destroy. You can use a timed mine or a grenade. The first two are in the building at the start of the level. The third one is tucked away and not so obvious. Just after you enter the base (after coming out of the dam), you'll fight a couple of guards then go down some stairs. There's a blue door on the right. The cabinet's in there.

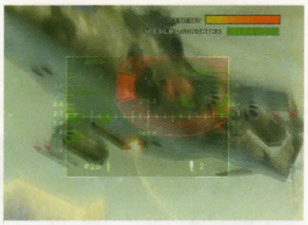
Just after that, there's two more on the left. Open both cabinets and take both bits out with one mine.

HELICOPTER:

This hovering horror will cause you no end of tantrums in the first attempts, and the checkpoint's miles away.

Basically, you've got three things to worry about: the chopper and the two lifts where special forces arrive from. The chopper's simple enough – use the turret's rockets (L1) to whack the flying beast and use the gattling gun (L2) to finish it off. You must take the special forces soldiers out or they'll sit in your face then rip it apart.

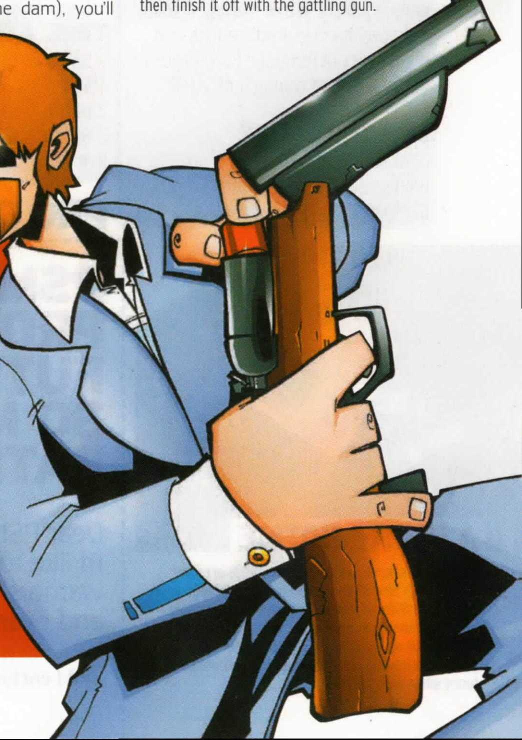
The guys coming from the other side of the dam pose little threat – just have a look every ten seconds and use your gattling gun. The one that comes from the lift can also be taken out in the same way – but if you panic, jump from the turret and use your S47.



IT'S AIMING MEN: Use the rockets first then finish it off with the gattling gun.

PAIN IN THE NECK

Here you've got to smash every pane of glass (22) in the opening section of the dam level with only the grenades from your S47. When going for three windows, always fire into the middle one. Steam ahead, then strafe left up the stairs up to the windows on the radar dish building. You need to make sure the grenade hits the other side of the room and bounces back, so get close to the window. Then leg it towards the stairs shooting left through the next three. At the top, fire one through the door window then drop off to the right of the plank. Fire into the middle window of the three below, then move round the entire perimeter of the compound. There's no more on the inside of the buildings, you see – they're all on the outside. This path can be done in 18 if you move like lightning and don't fumble any grenades.



■ 1932 - CHICAGO

WEAPONS:

■ VINTAGE RIFLE:

This is just a sniper rifle without a flashy, hi-tech display. Oh, and it's got a lovely gold site-pipe.

■ PISTOL:

Very much like the pistol you had in the last level.

■ TOMMY GUN:

The stuff dreams are made of – it's a machine gun that doesn't zoom, but it looks the bollocks and, sometimes, that's what counts.

■ SHOTGUN:

This one's a bit different to the last one you had, as it only holds two shells but it reloads quickly.

■ TNT:

Found in Marco's gaff – you'll need it to blow Tony's safe.

■ DOUBLE TOMMY GUN:

Double the stuff dreams are made of, found close to the end of the level before you fight Tony. You'll be able to mow him and his goons down quick-sticks with this double showering of merciless lead.

ENEMIES:

Most of the **hoods** in this level are fairly similar, but the ones with hats and coats seem to be a bit sharper and dodge more. One thing that does take a fair whack of your time is spotting where the bleeding **snipers** are. Sometimes you can't work out where the bullets are coming from.

Any window with the light on is a good place to start – and keep an eye on any balconies. You'll also find the odd **gangster** behind wafting clothes lines. And when you're heading down towards the gates to Tony's club, there's a few **villains** in the big fat windows.

GETTING STARTED:

You can take the first three enemies out from up above where you start. Then it's just a case of progressing onwards, shooting the goons in the back of their heads until you reach the phone, where Marco will talk to you and take you further into the storyline.

TONY'S ESCAPING BROTHER:

He rams out in his car and heads your way, but you'll have picked up a Tommy Gun just before this happens.

Don't attack from the sides, otherwise the hoods will let rip at you with their shooters. Jump in front of the car and run backwards shooting the engine block. The car moves at the same speed that you do so don't worry about being knocked over. When the wheel blows off, it's over for Tony's brother, as he turns the corner and rams into a fire hydrant. Dead.

Prevent Tony's brother from escaping

NEW OBJECTIVE

BROTHER LOVE: Stay in the middle of the road and leg it when the car steams your way.

PROTECTING MARCO:

The gangsters come after Marco from all directions, so you need to keep checking in front and behind. When he turns the corner, there's a sniper up in the window (with the light on) and a guy on the balcony to the right. It's dark and sometimes hard to see 'em.

As Marco's walking in, more turn up on the street – make sure you're stood in the line of fire, as it's best you lose energy rather than losing Marco.

THE WHISKEY BARRELS:

There's four whiskey barrels in total, all off which you need to drain. You can make loads of holes to make for a nice shower of whiskey, or you can shoot just once at the very bottom of the barrel to save ammo. The first is close to the start, inside the first building you enter, on the right. You'll find the next one after going down the first set of stairs before hitting the street. Third up, the barrel's just after the bit where Tony's Brother's car smashed out, on the right before you get to the bar. And the fourth is in the basement of the big building where you blow the safe.

BARREL SERVICE: Shoot the bottom of the barrels for complete drainage. Bloody waste.

CHAP IN A HAT: Keep an eye in all directions - these hoods seem to appear from anywhere.

CAB IN THE DARK: Follow the cabby down to Tony's members-only club.

GOONS OUTSIDE:

After you blow the safe, Marco calls to tell you Tony's boys are outside. Run down to the floor below and get the sniper ammo. There's three you can take out from this window. See the window opposite with the light on? You can bring the sniper there down by shooting him from the door of this room (standing at the window leaves you open to shots). There's also a goon on the balcony to the right. Another goon is standing on the pavement behind the wafting clothes, but it's hard to get a clean shot. There's a few more that appear on the streets only when you leave the building at the bottom, so be ready for 'em.

BIG TONY:

This is pretty easy stuff, because you'll have the double Tommy gun by the end. When you enter his grand room, take out the goon on the left behind the pillar, then charge up the stairs after Tony. Those 'Splitters with the shooters start to turn up, so with the crystal bagged, get the hell out of town – now.

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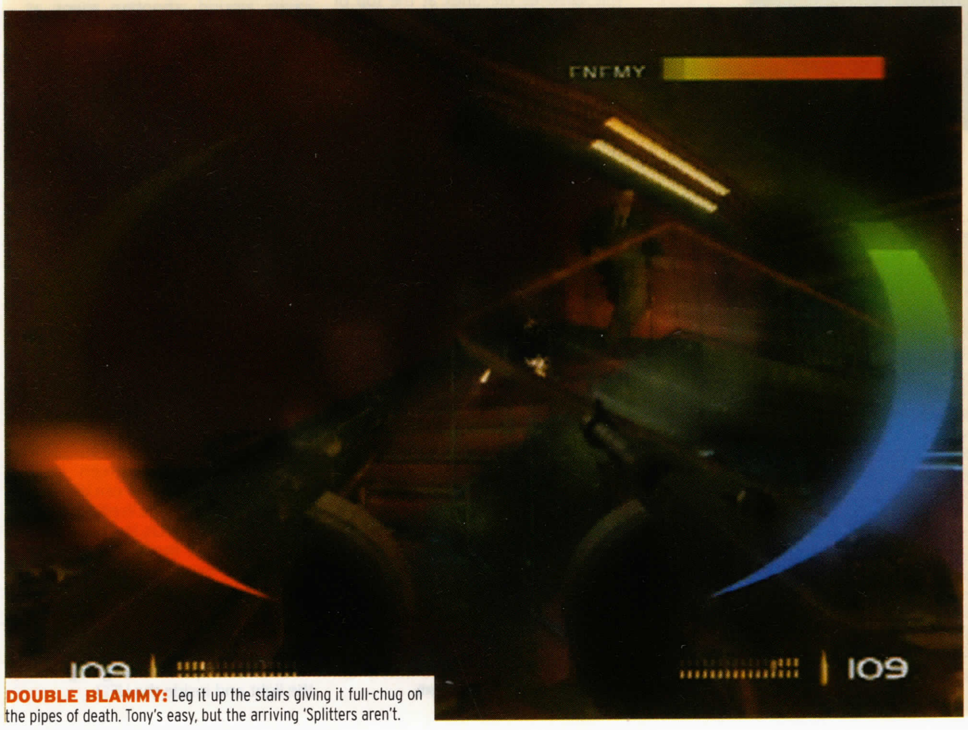
BRICKING IT

This is the same as the last challenge, only you've got to use bricks instead of grenades. You can smash them using the same route as last time, only remember that when you run up the top of the stairs, a brick through the door window isn't going to take the other three down – you've got to run in and smash them. A good hint is, if you line it up right, you can smash a door window and a normal window with one brick, saving loads of time.



DOUBLE BLAMMY: Leg it up the stairs giving it full-chug on the pipes of death. Tony's easy, but the arriving 'Splitters aren't.

1895 - NOTRE DAME

WEAPONS:

SHOTGUN:
The very same double-barrel blaster found in the Chicago level.

LUGAR PISTOL:
As it says on the box.

DOUBLE LUGAR PISTOL:
Worked for Chow Yun Fat on many occasions, and it'll work for you, too. Great for taking down several attacking zombies if you've not got time to target the head properly.

ENEMIES:

There are three kinds of enemies on this level. There's two varieties of zombies: the **sewer zombies**, which look all rotten and brown, and the **crypt zombies**, which look all clean and evil. Both share the same AI as those mutant fellas from the Siberian chill, so apply the same fighting style.

Also, some of those sewer zombies can spit green puke at you – bad for health, naturally – so always make taking these down a priority.

There's also the **evil priests**. These hideous hood-lovers look like scallies with skeletor faces and crucifixes. They've got the same AI as the guards, and usually carry pistols.

THE DAMSELS:

Top totty that need springing from their chained heat. There's four in all, and the death of a single one means back to the start of the level for you, so make sure you don't accidentally shoot 'em when aiming for the zombies.

The first one's bang in your path – just make sure that the crypt zombie doesn't kill her. The next one's in the cage – a shotgun blast to the padlock is all that's needed. The third one you come across, a shotgun blast to the face will see her dead – she's a 'Splitter in disguise (she wasn't struggling, see?). The third (real) one, the zombies really go for her, so stand close and behead the undead. The fourth one's hanging by a rope in the main hall of the church. Run up the stairs, pull the rope and she'll lower down to the deck for Hunchback and you to protect.

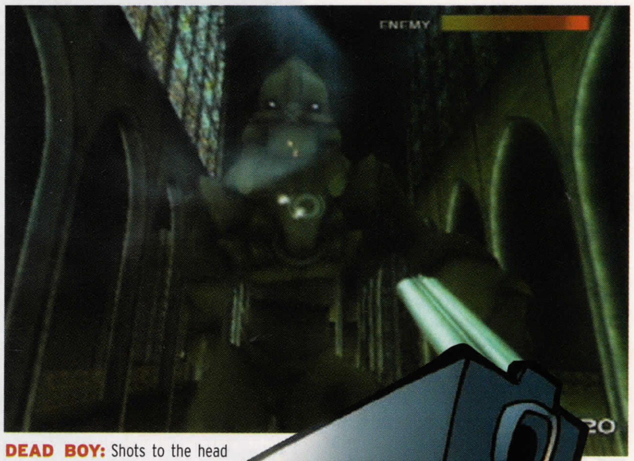
DEFEAT THE PORTAL DAEMON:

This is what games are all about – massive enemies that should be able to smash you like an ant. The Daemon appears in the main church bit when you come out on to the balcony. He fires blue crap at you from his eyes and mouth, but it's easy to dodge. Just swing around while blasting away at his mush with the shotgun. You can even fend off the Daemon's projectiles to hit the zombies that keep appearing, if you time it right (keep the zombies close as you strafe around the balcony and they'll take the hits).

THE ROOFTOPS:

This is where you fight Jacque De La Morte, but he's nothing special. Just leather into him with your shotgun and he'll hit the deck soon enough. The problem on the rooftops is the sheer number of priests and gun wielding 'Splitters that turn up – they come in chunky waves and can cause serious issues if you're not careful. As you progress around the roof, hug the wall to the right and go slowly, trying to take them on one or two at a time, grabbing their ammo as it's dropped. Alternatively, just leg it to Jacque, taking the hits, kill him and leg it through the portal. Like Rambo would.

LADIES FIGHT: This is a good place to stand when protecting the lovely legged lass.

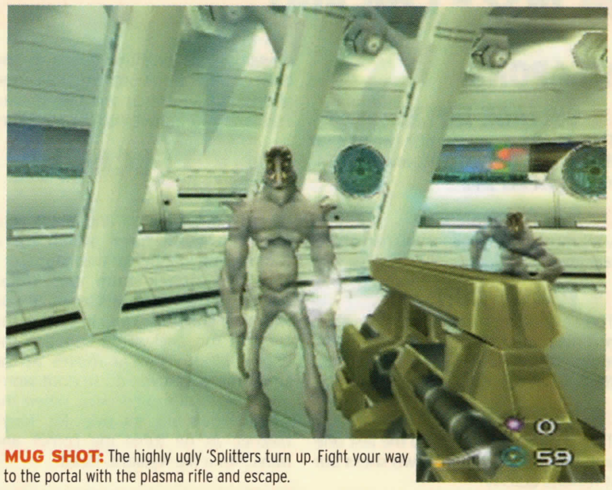


DEAD BOY: Shots to the head will see you out of this one.

STAIN REMOVAL

Bit of a bleeder, this one. You've got to smash as many stained glass windows in the Notre Dame level as possible, with the ancient old Grenade Launcher. R1 fires a flame shot that goes much higher (but moves a bit slower) while R2 does a quick grenade that's best for taking the lower planes out. Quickly take the three planes out that are right in front of you, spin 180°, then strafe right, using the flame shot to take the planes out high on up. Don't concentrate on taking them all out, just as many as the launcher allows you to with its slow fire-rate while you're constantly moving.

Move all the way to the end of the balcony and smash all the glass to the end of the church, then start moving back taking out the ones you missed (check the top corner to the left). Now you've got to go round to the other side and take the others out. What you mustn't do is try and aim precisely for each one – just blast away. Only aim for a window when it's on its own, otherwise it'll take way too long.



MUG SHOT: The highly ugly 'Splitters turn up. Fight your way to the portal with the plasma rifle and escape.

2280 - RETURN TO PLANET X

WEAPONS:

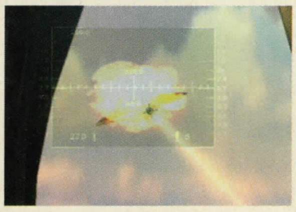
SCI-FI GUN:
This Flash Gordon prop has a feature that can be both a help and a hindrance – in that the bullets bounce off walls. Its three-rounds-per-press volley can end up leaving a room full of laser, which sometimes has a habit of making its way to you. So don't go crazy with it in tight spaces.

PLASMA RIFLE:
Top laserous power that doesn't even need reloading. The rapidity has an odd acceleration involved that works with the gun's heat. If it overheats (which is indicated by the bar) it becomes useless for a few seconds and needs to be cooled down. But the hotter it is, the more rapid it is, so sometimes it's worth riding that crest between superb fire-power and getting your hands scalded. It's also got a plasma grenade launcher – the grenades are light and just sort of drift off and stick wherever they land before exploding.

TURRETS:
The same as the ones at the top of the dam, used when the beach invasion turns up and you have to mow everyone down.

HOME ROCKET LAUNCHER:
This does pretty much what it says it does. When the circle goes red on a target, you've got a lock on it, so fire at will. Short ammo means it's for special occasions only.

ANTI-UFO GUN:
These are those gigantic guns you see that stick in the air from domes. Only use it for taking out escaping UFOs. They have two types of fire: rapid smaller shots and slow big ones. The rapid fire's best for taking down waves of fleeing flying saucers.


FRYING WITHOUT WINGS: A few missiles to the UFOs will drop 'em.

ENEMIES:

There are two races of aliens at war with each other – **Ozor** and **Meezor Mox**. One side's green, the other red. Some of them carry the sci-fi gun, which is an easy enough weapon to dodge, but some have a hell of a laser gun that's almost impossible to avoid. Stick to the walls when these fellas come out to play. One thing to note is, they sometimes battle each other, so let them do all the hard work when you can, and whoever survives the battle, well, make sure it's a short survival party.

There's **UFOs** to contend with that drop lasers all over the place, but it's best to ignore 'em, as their lasers aren't too hard to avoid. When you come across the swarms of **alien bees**, fire a single plasma grenade into the centre of them to take 'em all down in one big pop.

GETTING STARTED:

You start in a small contained section of the planet surface with UFOs dropping crap everywhere. You can't do anything but grab the sci-fi gun, drop down the hole and follow the caves around, shooting aliens at virtually every corner.

DEFEND THE BEACHES:

Jump on the turret nearest to you and start letting rip with the gattling gun. Zoom in to get accurate shots rather than just spray everywhere.

Use the missiles on the UFOs that are in the background and then, when you're out of ammo, fight your way over to one of the turrets on the left (they're on an incline, so you have to run into the beach then back around) and take it from there. Once you've wiped enough of them out, the red laser gate will drop for you.

DEFEND THE CRASHED UFO:

The UFO's got two green laser cannons on its front and can take out a fair few of the aliens itself. Stay out of the attacking UFO's laser bombing path and shoot the aliens with the plasma rifle. Eventually, a bright glow of light will appear in front of the UFO and opponent aliens will appear.

Let the two opposing races fight it out for themselves and mop up the victorious chaps before going into the light and inside the UFO.

■ 2019 – NEO TOKYO

WEAPONS:

■ PISTOL:
Nowt to do with Barbie getting drunk.

■ SNIPER RIFLE:
You know what it does.

■ SBP90 MACHINE GUN:
The most beautiful form of attack since the hippo learnt how to headbutt. Possibly the best weapon in the whole game and you'll find your first one in the lockers in the hacker's base.

■ SCI-FI GUN:
All the bouncing fun from the previous level – pick it up off rozzers that have bitten the bullet.

ENEMIES:

The weird-looking **hackers** are the main enemies – they can be carrying a number of weapons, including the nasty SPB90 machine gun. They're not harder than any other regular baddie, so just aim and shoot. The **coppers** you fight with at the end carry sci-fi guns, so try and take them out quickly.

Other things to watch out for are the **cameras** (knock them out with a bullet) and the **floating cop cars**. Your uplink will show you what their view range is, so keep using that at all times.

Oh yeah, and there's two **roof miniguns** in the base, take them out when things are calm, otherwise they'll take you out when it goes mental.

GETTING STARTED:

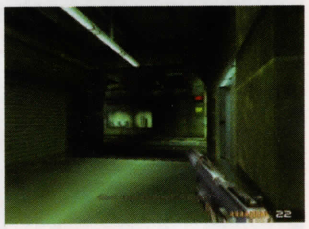
The first objective is to follow this hacker girl back to her base. If she, or any cameras or floating cop cars spot you, it's all over. It's a bit of a trial and error jobbie, this one, so let's just cut the crap out by going to the base in front of her. You need to time this well.

When the game starts, wait for the train to pass you on the left then immediately drop off to the left. Run forward, taking the road around to the right, then jump into the shopping hallway on the left. There's a pistol, sniper rifle and ammo in the windows to the left. If you timed it right, the camera's view wouldn't have been anywhere near your run and the hacker will walk past you on the platform above, just as you're coming out of the shopping hallway. Go right and take the camera out. Then take the next three or four cameras out down that street. When the road to the left appears, look down it and sniper that camera out. Run down that street and down the stairway into the sewer.

Run along the tunnel, and when you reach the little ramp, drop down to the left, crouch down and wait here for the hacker to overtake you.

Follow her down the sewer, let her enter the base, and she and the other hacker will walk up the corridor.

Jump on the camera in the room to the left, change the camera to the one which points to the laptop and when she taps her password into the laptop, you'll be able to see it. Easy.



I'D RATHER HACK: Make sure the hackers pass by before you exit the shopping hallway.

OBTAINING EVIDENCE:

You'll find a digital camera nearby, in the room with the desktop computer. All you have to do is take a picture of the purple wall plans and the weird-looking machine in the locked room, and then download them to the police via the desktop computer.

THE TIME CRYSTAL:

When you're back on the streets, you'll have to fight your way through loads of coppers and hackers before getting your hands on it. Keep looking round the streets and eventually you'll find it. It's moving about on your uplink because that hacker that kicked Ghost's head in has got it.

Just mow it down with the SBP90, grab it and scarper via the portal.

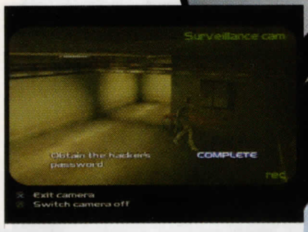
DAY OF THE DAMMED

This is a mental punch-up. It's all about timing your punches when the mutants turn up, and knowing when they're going to duck and lash out. The first wave's simple enough – the soldier mutants keep coming down the corridor in front of you.

There's a couple of things you need to keep in mind, though – and one of them is the main bald mutant that appears with his mates inside the room (they seem to just appear out of nowhere).

The further into the waves you get, the more angles they can appear from, so make an effort to spin around when things are getting hairy. Also, take all the glass out with your fists, so you can see what's going on more clearly.

Another thing you can do to help you is bunch them up together and let them beat each other's heads off – it saves time and money, and will help you get that gold.



THE SPY AT NIGHT: Watch the girl type the password into the laptop using the camera.

CRYSTAL DOCKS: This lunatic that kicked your head in – in the FMV intro – has the Crystal. Just blow him/her away.

JONNIE STALKER: Sit and wait for the girl to walk past before following her to the base.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

1853 - WILD WEST

WEAPONS:

VINTAGE RIFLE:
The same as the Chicago sniper gun. Ammo is rare though, so use wisely.

GARRETT REVOLVER:
A man needs his irons at his side. Try and use this when possible to save rifle ammo.

GUN POWDER:
A barrel of powder which you can use to draw big lines on the ground with, but it only really has one use – for breaking Romona out.

DOUBLE REVOLVER:
Twin guns made the old fashion way – you'll get them just before you enter the mines.

ENEMIES:

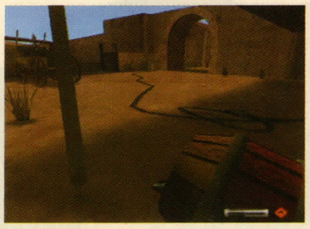
Most of the **cowboys** all act alike, except that some like to stick in corners and only emerge to take secret pot-shots at you. You'll find a lot on the roofs and in windows, so always keep your trigger fingers primed for lifting.

GETTING STARTED:

The second you start some cheeky varmint jumps out from the right and tries to fill you full of lead. Drop back and right, crouch, then bang him in the face with the revolver.

Most of the level's like this, so you've got to be constantly prepared for any old Joe appearing from a dark corner and banging away with his guns like he's playing the drums.

BILLIE SNIPER: Sniper ammo is rare so make an effort to predict enemy ducking.



FAT-LINE: This will do the trick, now push the cart of TNT over to Romona and shoot the crate.

RESCUE ROMONA:

You need to grab the gun powder from the chest inside the sheriff's office, and then run through the stables out the back where the fountain is (watch for the gun-slinger in the tower before running into the open). See that cart, full of TNT? You've got to push it over to the side of the jailhouse. Create a trail of gun powder from a crate to the cart, stand back, shoot the crate and watch the trail of fire. The thing blows. She's free. Job done.

WANTED POSTERS:

During this level, you have to rip down five wanted posters as a secondary objective. The first is in the saloon near the start of the game, and the second one is smack bang to the left of the sheriff's front door.

You'll find the third one near the fountain on the left side of the archway, with the fourth one springing up on the side of the convenience store which is opposite the burning barn (call that a puzzle, guys?).

The fifth and final one is posted on the house just before you enter the mines. If you run up the stairs at the back of the house, you'll see it.

THE MINE CART:

When you reach the mine cart, pushing it forward will only take it up that pointless track to the right. The switch box to take it left is in the colonel's house. When the switch has been flicked, you'll have to push the mine cart around the track system so it'll smash its way through the barricade covering the cave entrance.

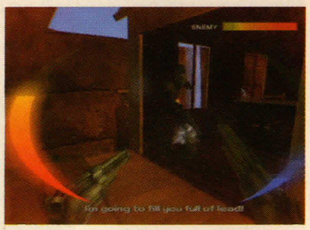
THE COLONEL:

This guy's got no damn manners at all and keeps threatening all sorts of nastiness from his boys.

When you come out of the cave, leg it after him over to the left. There's no point in shooting him until his energy bar pops up, so wait for that.

Use the double revolver on him, but nudge yourself into his house when fighting him so his boys can't shoot you in the back. Then crouch down (so bullets from the windows go over your head) with your back to the wall, facing the door and have your target hovered at head height.

From this position, with both guns, you can slaughter his boys with minimum fuss, while they're running in hoping to save their dead colonel.

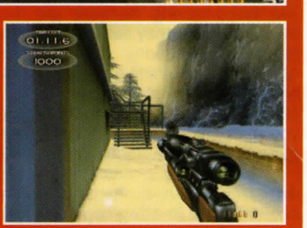


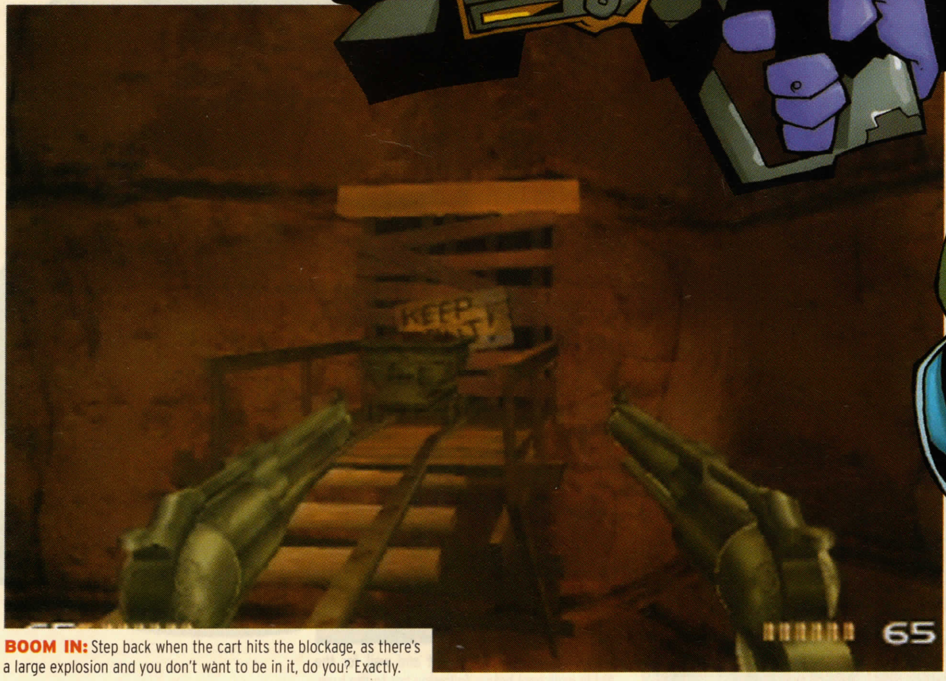
TWIN WHEN YOU'RE WINNING: Stamp out the colonel with the twin revolvers.

TIME LEFT
01:29:8
STEALTH POINTS
1000

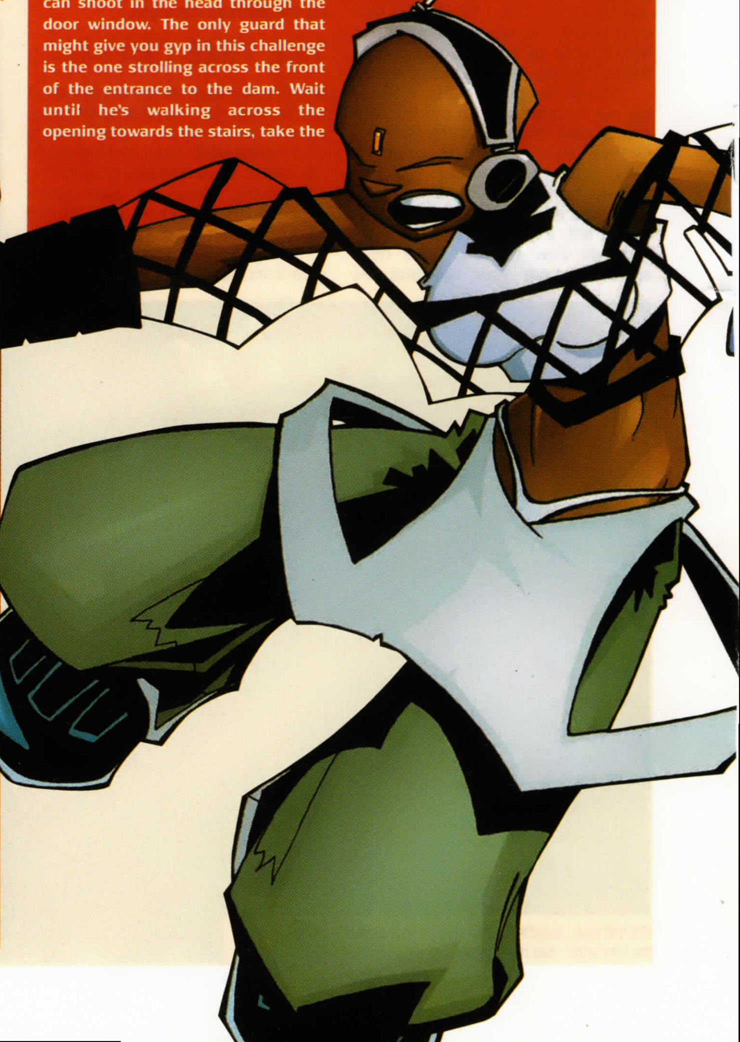
SILENT BUT DEADLY

This is a superb challenge that, if you can complete it, will make your normal story-mode life much easier. It's basically the first part of the Siberian level without having to blow the dish up – you just have to get into the dam without being spotted. You'll lose points while you're being spotted, so you need to be completely invisible all the way to the dam to get the gold. Grab the sniper rifle and pop the guard and camera near the dish. Turn right and another guard will be in range. Then strafe left a little bit and zoom in full. A female guard's standing there with a highly destroyable face. Swoop into the camp, and on the right corner building is another guard you can shoot in the head through the door window. The only guard that might give you gyp in this challenge is the one strolling across the front of the entrance to the dam. Wait until he's walking across the opening towards the stairs, take the camera out to the right, run after him and show his brain a misery. Leg it up the stairs, and then, with everyone dead and all the cameras disabled (hopefully), grab the mines and blow the dish like you normally would. Sorted.





BOOM IN: Step back when the cart hits the blockage, as there's a large explosion and you don't want to be in it, do you? Exactly.



1972 - ATOM SMASHER

WEAPONS:

PISTOL:

Nothing to do with Oliver Reed, either.

DOUBLE PISTOL:

Sometimes you see double after a few jars of the good stuff.

SNIPER RIFLE:

Same as the first level.

S47 MACHINE GUN:

Same as the first level.

REMOTE MINES:

These are new to this level. Like the timed mines in Siberia, you chuck them at things and they stick. But they only blow when you want them to blow. So, sling one with R2 (or sling ten if you fancy), then when you want to hear a bang, hit R1.

These are great for leaving a trail or if you know an enemy's going to come from behind. They also act like grenades, but you have more control.

ENEMIES:

The freaks are out! These goons come in two colours – yellow and black – and they carry all the weapons you need (except the mines). **The ones with the S47 guns** need taking out sharp-like or you'll be turned into a tea-bag. Also, you'll find them in sniper positions sometimes, and sniper shots cause huge damage, so get shooting.

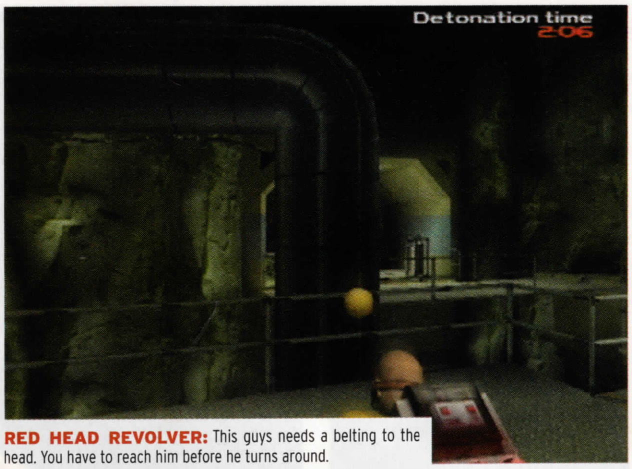
The ones in black can sustain tons of body shots before hitting the deck, so make an effort to go for their heads. There's a few **miniguns** to watch out for as well, so use a grenade or a volley of S47 shots.

STARTING OFF:

The laser will bust the door open for you. The first kill you'll make on this level will be with a knuckle sandwich. If you do this next bit at top speed, it'll be a painless kill. As soon as the door opens, leg it to the switch, while grabbing the uplink, and barge through the door the second it opens. Run down the corridor hugging the wall to the right (to avoid the camera) and the goon will still be facing away from you. Perfect for a lethal wallop to the skull.

DEACTIVATING THE BOMBS:

Most are easy enough – you run the way the level takes you and some scientist will take care of it for you. The goons will sometimes try and kill the boffin, so protect him at all costs. The first couple and last two are dead easy and are on the level's linear path. It's the third one that you might miss.

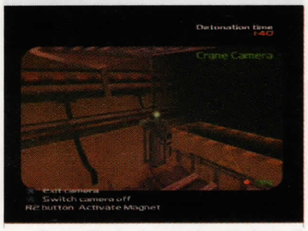


RED HEAD REVOLVER: This guys needs a belting to the head. You have to reach him before he turns around.

When you're in that long hallway battling a constant flow of goons, you'll come across a door on the right. Jump in there and spin the wheel. This sets a jet of steam off in your next port of call, which is the room on the other side of the hallway just a bit further down (mind the mini-cannon with S47 bullets). Go into this room, take out the two goons that have appeared from a container, and then jump on the terminal. The bomb's on the moving platform – use the magnet to pick it up and dump it in the bin on the right.

RE-LIGHT MY FIRE:

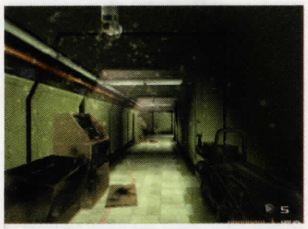
There's a couple of occasions where a huge fire door will be blocking your path. All you have to do is put out the fire that's next to it with the fire extinguishers that are on the walls. However, don't rush it by getting in too close or your hair will cinder and you'll die horribly.



ERROL BIN: It's as easy as eating chips - just pick it up and dump it in the radioactive bin.

TURNING THE LASERS OFF:

There's a control room that holds the switch to turn the laser off. To get to it, run up the ramps to the left, mowing everyone neatly down with your S47 (and getting the last bomb deactivated in the meantime), at which point a fire door will open. Shoot the two goons that you can see in the distance with your sniper rifle, and cross the red and white pipe to the left, timing your progress very carefully past the steam jets. Then run like billyo through the corridor, firing a grenade at the minigun as you pass, and then hit that switch when you get inside the control room.



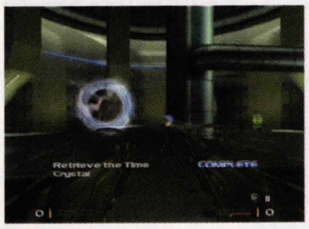
GRIN-AID: Sling a grenade at the minigun down this corridor, or it'll cut you to shreds.

KHALLOS AND THE REACTOR:

As you're walking down where the lasers were, fire a few grenades off to wipe out the goons that are there.

When you cross the black and yellow line on the floor, the proverbial hits the fan. At this point, Khallos turns up behind you, so pump him full of S47 metal. 'Splitters have appeared in the reactor room as well, so use the wall as a cover from their bolts while you mince Khallos.

When he's finally dead, grab the crystal and run into the main room. You then have to flick three switches, but you have to run towards them backwards to save your hide, shooting the 'Splitters while you're at it. Then you can escape via the huge Ringo.



RUN SHY: These 'Splitters are a bugger to grave - just get out of there pronto.

GONE BANANAS

Like *Pac-Man*, but with a monkey and no pills. Using Jojo the Monkey, you've got to eat all the bananas in as fast a time as possible. It's the Aztec landscape, so it's familiar ground.

The important thing to remember is to not miss a single banana – you're not trying to get as many as possible within the time limit, you've got to get them all. So if you miss one, yet you see loads just up ahead on the uplink, it's tempting to forget that one and just go haring after the bunch. But that's pointless, so run back and grab it.

Probably the hardest aspect of this level is the uplink bobbing up and down – that, and the odd transmission flickering make it a complete swine to keep a check on.

Our advice it that's while you're having your first goes, it's better to stop for a second and have a proper look at it to make sure you're not going around in circles.

1920 - AZTEC RUINS

WEAPONS:

PISTOL:

This shoots bullets.

CROSSBOW:

Ahhh, now we have something a little more interesting. Grabbed from corpse natives, this dishes out a medium level of damage and, if you're firing at someone in the distance, the bolts (arrows) drop – this needs taking into account when taking target. But it allows you to pick up the bolts after you've used them, so always let rip like a madman rather than risk being hit yourself – it fires out four in rapid succession, so make use of it. You can light the end as well, which is essential for killing wood golems and beehives, but the light goes out when you reload.

VINTAGE RIFLE:

You've seen it, you've shot it, you'll pick it up near the stone faces that fire at you in the lost temple.

GRENADE LAUNCHER:

You get this at the end when fighting the last three stone golems – it's like the grenade launcher on the S47, but dead old and 'a bit shit'. Just blow the stone idiots to rubble with it.

ENEMIES:

Lots and lots this time. The **natives** always carry crossbows and can fire quite rapidly, so mow them down as soon as you can with the crossbow. And there's the **wood golems** that appear early on – light the tip of the crossbow on any fire nearby and watch 'em burn. There's also the **monkeys**. They seem harmless at the start, but when you reach the six pillars they start chucking explosive melons at you, and they're very harmful. Bullets, arrows, anything – just take them down before they fruit you to death.

Then there's the **stone golems**, but we'll get to them soon enough...

FIRE CONSEQUENCES: Always light your crossbow to dispatch wood golems.

STARTING OFF:

A monkey runs away at high speed, so shoot him if you fancy it – it makes for good target practice. You'll come across a large number of monkeys who will all leg it when they hear the horn being blown from the distance. You've only got a pistol, and you'll need to get a crossbow from the first of many natives that you'll kill before being able to roam onwards torching wooden golems. Ignore the first gold door you come to for now – it'll make sense later.

SIX PILLARS OF WOE:

Easily the most nasty minded part of the game and a small blemish on the otherwise almost perfect *TS2* design document. Basically, the middle bit of each pillar can be spun in 90° chunks. Each pillar has four symbols on the side, and all the symbols have to be lined up to face each other. There's only one symbol that appears on all six pillars, which is the same symbol that's on the front of the gold door. So, on all six pillars, that symbol needs to be facing inwards towards each other.

However, the symbols on the pillars' sides also need to match up.

There's a very easy way of doing this – two of the pillars only have one door symbol, so when the symbols on those two pillars are facing inwards, everything after that has to follow, and does. The gold door opens. Cheers.

MELON-AID: These explosive gut fillers are all the rage with the primate states. Run away!

CHIMP PASTE: One direct hit will see the golem keffed, but you can also have him running over the trapdoors for big drops.

THE FOUR STONE GOLEMS:

When you reach the bottom of the stairs in the lost temple, you'll reach this pretty frikkin' hard bit – even with these tactics, you're still gonna have to conjure up some cast-iron timing to pull it off. You can't kill these rockers with your normal tools. One way to kill them is by luring them into the trapdoors with a spot of bull-fighting. Get them to steam in at you, jump to the side and run back, skipping to the side of the trapdoor, and then enticing them towards you with the trapdoor in their path. Another is to get the monkeys' explosive melons to do the job. There's two ways of doing this: one is to strafe and circle a monkey with the golem in pursuit of you. The monkey will chuck his bomb at you, but if you're at the right distance and you're on the move, it will hit the golem instead.

Yet another way is to run towards the monkey with the golem directly behind you. Side-step at the last second when the monkey tries to fruit you up, and it should hit the golem. When they're dead, nuke the monkeys.

THE STONE FACES:

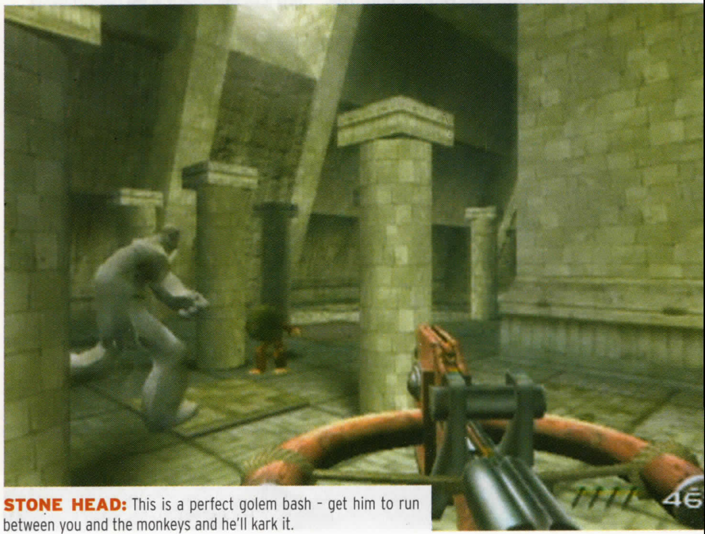
You'll eventually reach a bridge that doesn't reach the other side – but it will do after you've shot some stone faces with the vintage rifle you've just picked up. See those stone monuments dotted all around you? One after the other, they'll turn to reveal a face with red eyes. The evil-looking rocks will then fire nasty blue stuff your way if you're not quick. Stay back and try and get them all in view, and then, when you hear the sound of grinding stone, you know what's going down. Look for little red eyes, zoom in and shoot.

THE THREE STONE GOLEMS:

After the stone ball chase, head into the room and you'll see the crystal. As soon as you make your way into the room, the last three golems will start to follow. Run to the left bit of the room, grab the grenade launcher and simply blow them up. It's far easier than the four you had to kill before. When all's done and dusted, make haste to escape this time zone with the portal.

DEVIL SLAY EYE: Shoot these heads when they're looking at you. Listen for the rumble.

MONKEY TRAGIC: Lure the golems into the path of the monkey's melons.



STONE HEAD: This is a perfect golem bash - get him to run between you and the monkeys and he'll kark it.

WHERE DO THE BATTERIES GO?

This is a huge pig of a level, with matters made worse by the camp wails of pain from the mentalist you're playing as. You need to blast through to the end of the level, pick up the skull token, then leg it back to where you started and go through the portal. Which sounds easier than it is. Because you've got to backtrack, there's no point in ignoring any of the SpiderBots or R-109 fools, as they'll get you on their way back. There's also a load of roof miniguns to watch out for. If they let rip, back off a bit and listen to their volleys of bullets – they're sporadic, so make sure you time your progress carefully. When you grab the minigun, keep it warmed up with slight taps of the R2 button, as otherwise you'll get minced waiting for it to start spinning. Oh yeah, and don't forget the shield that's just behind and to the right of that first SpiderBot you see – it comes in very handy.

2315 - ROBOT FACTORY

WEAPONS:

PLASMA RIFLE:

In this level it's a godsend for taking out large numbers of ChassisBots. Save the grenades for SentryBots.

SCI-FI GUN:

This can be a pain in the arse. All the ChassisBots carry them, and when they arrive in force the whole room becomes a rusty rictus of pain. Yours, unfortunately. It's also the weapon you'll never run out of cos of the amount of ammo dropped by said robots. But it's a last resort – only use it if you've got no choice (or you're so good, you never miss your target).

RAILBOTS:

A weapon *and* an enemy. When you take control of a RailBot, you can shoot with its lasers. Handy for taking out other RailBots, but only used on a couple of occasions in the level.

LASER BEAM:

A fantastic weapon picked from the scrap metal of SentryBots. It zooms, its beam is instant, and it can be charged up for more powerful blasts. It also doubles as a shield (R1), which is ace when missiles are coming your way. Power is very scarce, however, and it's essential you keep it saved for the horrors at the end of the level.

ELECTROTOOL:

A line of electricity that you need for the energy modes. There's a few spots where you can pick one up, and they regenerate after a bit so you can always stock up. They're good for taking out groups of ChassisBots. But don't let the beam touch the red laser walls or you'll take damage.

HOMING ROCKETS:

These aren't that much cop – the SentryBots can survive three blasts from it, as supposed to two blasts from the far quicker laser.

ENEMIES:

ChassisBots come in big numbers, but aren't too bright. Try a headshot with the plasma rifle to take them out. The next foes you'll encounter are the **dusty bins**. These lift their lids up and poke two lasers out, but two quick hits with the plasma cannon sees them binned. The robots get bigger when the **SentryBots** appear. They make lots of noise, so when you hear 'em, be ready, because they've always got top weapons. If they're in range, the best thing to do is chuck a plasma grenade on their heads, and then leg it.

Other concerns are the **RailBots** (that you can sometimes operate). They go up and down those rails above your head. You can hear them coming because of their beeping (and the uplink shows their vision scope). They shoot down and up with lasers, so take 'em out while they're at arms length.

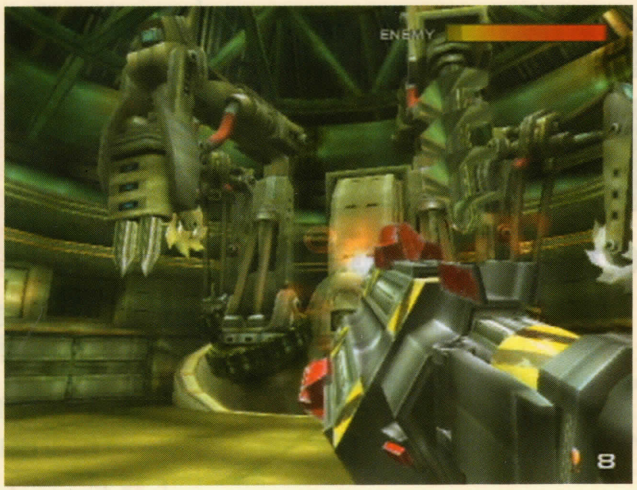
Then there's the **spider bins**. After their lids pop up, they transform into a leggy bin that clambers after you. The best way to take these out is with the laser beam. When it starts to transform, have the laser charged, zoomed in and hovered on its eyes. When it stares at you, release the beam. Plasma grenades work for the earlier spider bins, but not for the ones later in the level.

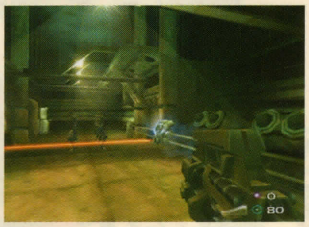
STARTING OFF:

Lots of ChassisBots to kill. Follow the path left from the start until you reach the joystick. Use the RailBot to ram into the green laser gate, run down and flick the switch to open the bridge. Beware: there's enemies everywhere.

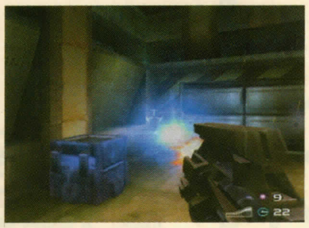
THE FOUR NODES:

The first one's easy and smack bang in front of you (the big crystal that's got fire inside). Zap it with the ElectroTool, and then kill the minions that turn up. The second one's not so obvious. With the next RailBot that you get to control, take it forwards (taking out the other RailBots) and into the next room. You'll see the node spinning in a room saturated with electricity. A shield's covering the node, generated by the three parts around the base of it. Blow them up with the RailBot's laser – the shield will drop, and the room's leccy will do the rest. The third one's just a case of hitting a switch and a crane drags it out into the open for you to blast. With the fourth one, a switch will drag the node across the roof. Then, after battling SentryBots and spider bins, you'll come to another screen. This drags a platform across that'll start the destruction of the fourth mode.





LASER CRANE: Shoot the laser machine at this point to take a few robots down in the bang.



A MERE RIFLE: Keep your target hovered over the lasers and let rip with the plasma rifle.

METAL ARMY:

Go through the silver doors and grab the homing rockets. Use one to smash down that green shield – this gives you a quick route back to the start of the ramps. The SentryBots generate in two places: up where the small red gate is (take these out from the start of the ramps), and on the middle of the ramps. You've got to run back and forth, taking the SentryBots out when they're near the corridors.

Use the laser beam as a shield as the rocket comes in, and then two charged shots (hold for one second) will see each one dead. Use the plasma rifle to take care of the ChassisBots. The red gate drops when they're dead.

THE MACHINIST:

When you run into the room, shoot the ChassisBot on the right and grab the rockets. Now, simply shoot the front of the Machinist. It'll regenerate every now and then, so keep shooting and grabbing the missiles it was carrying. When it's dead, use one of the silver doors to leg it upstairs and grab the crystal. Run back down and jump back to the future.

HIT ME BABY ONE MORE TIME

This is a mighty hard challenge indeed, with loads of zombies and mutants. Worst of all, those evil undead priests with shotguns also need taking care of. They reload and shoot dead quick, and a lot of the time they're leaning their backs into corners and near doorways. Work out the regularity of their attacks from a distance (the shotgun doesn't do much damage from afar) and then once you've got 'em sussed, leg it over and blast them the second they stick their heads out. Also, take note of the fire zombies – try not to let the other zombies walk into the flames by dropping them first. When you grab the skull token, 'Splitters arrive in force. Don't bother fighting them, though – thankfully you can drop down off the balcony and right back into the portal.

2401 - SPACE STATION

WEAPONS:

PLASMA RIFLE:

This is your best mate that'll take you through most of the level.

GUN TURRET:

Outside the space station you'll have to bring down 20 'Splitter ships with it. It only has the gattling gun, and no missiles this time.

MINIGUN:

Like a chain gun, but more powerful. You get it smack bang at the end of the game. As rapid as it might be, it needs some warming up to get it spinning by holding the fire button (R2). If you hit R1, you can switch it so it's constantly spinning for you, but this heats it up and then it becomes shitty and slow.

ENEMIES:

There are alien wasps at the start that can be completely ignored. Then there's the 'Splitters themselves – invisible and prone to firing huge bolts of electricity at you. They can be taken down with several shots of the plasma gun. There's also those 'Splitters with the guns. Just keep blasting away with the plasma rifle and they'll drop.

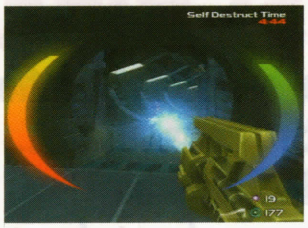
THE FINAL COUNTDOWN:

The alien wasps can be ignored. Grab the Time Crystal before dropping down to level 3. Charge into any door with a '3' next to it. Now you have to activate three switches, indicated by a purple hologram, to start the self destruction sequence. Once on, you've got just six minutes to get off the station. Take the door right into the core, grab the ammo and shield then drop down to level 3.

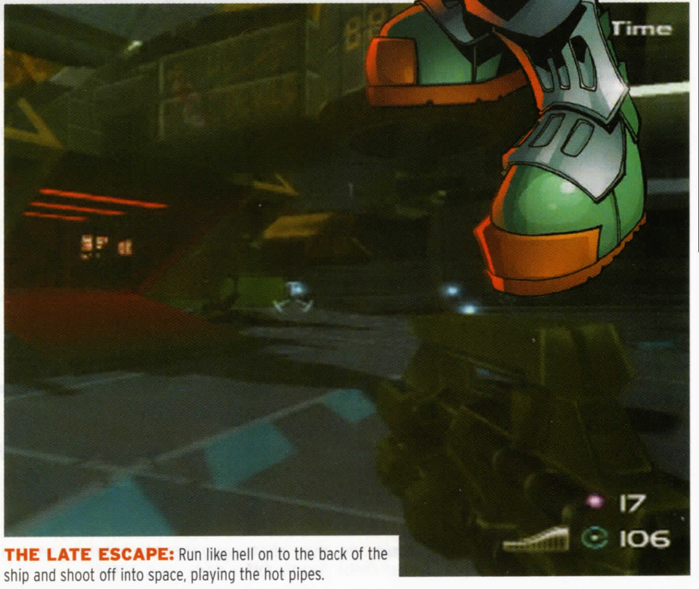
Go through the bridge door and down the corridor. Take the lift down to level four. Go right, grab the spacesuit, and then double back on yourself.

Keep on down to the airlock, wait for the door to close, and the airlock to open, and shoot 20 ships with the turret. Leg it back through the airlock, barge through the army of 'Splitters, then go left through the door. Grab the minigun and follow the path to the next lift. This takes ages, so hit the switch the second you get there and take the approaching 'Splitters out.

Look out for the roof minigun in the centre of the lift – bring it down with whatever you've got. When the lift turns up, jump on it and hit the switch to take you down to the flight deck. It takes months, so go and put a brew on. When you reach the flight deck, there's 'Splitters to be seen, but sod 'em, let the end sequence take care of them. See the ship, run to it, the clock's ticking, run… run…



DUST LEVEL: The last level is 'Splitters-ridden - it's best to just run, shooting backwards.



THE LATE ESCAPE: Run like hell on to the back of the ship and shoot off into space, playing the hot pipes.

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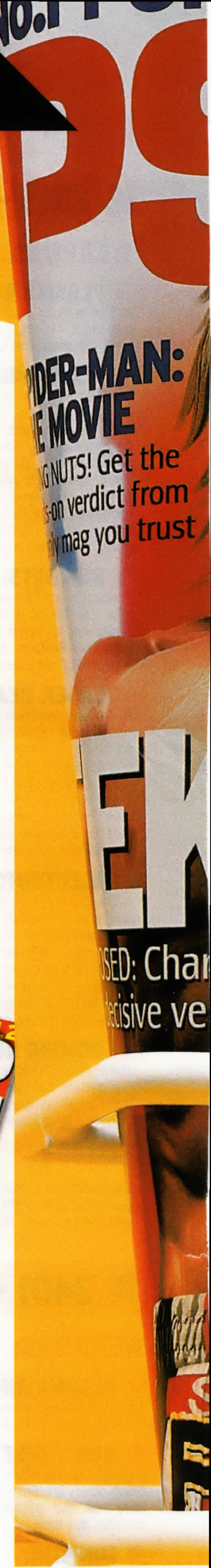

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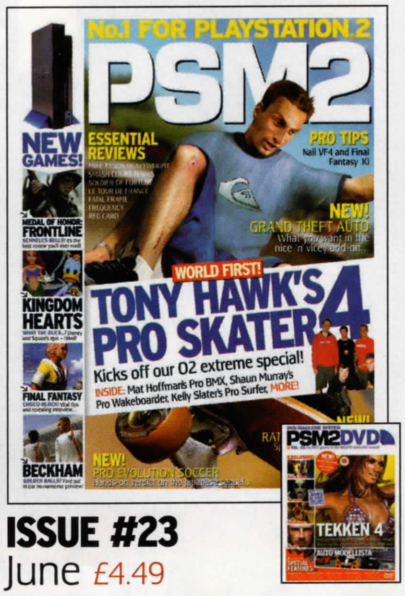
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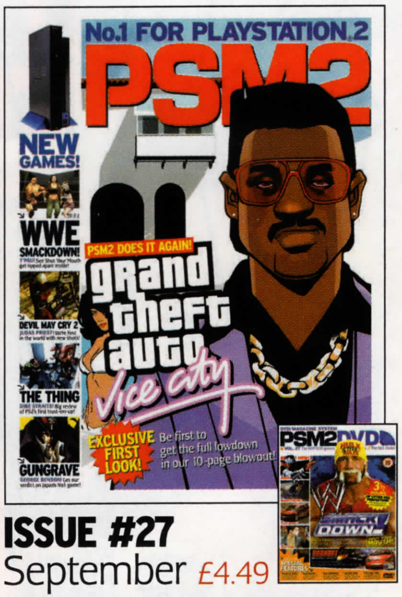
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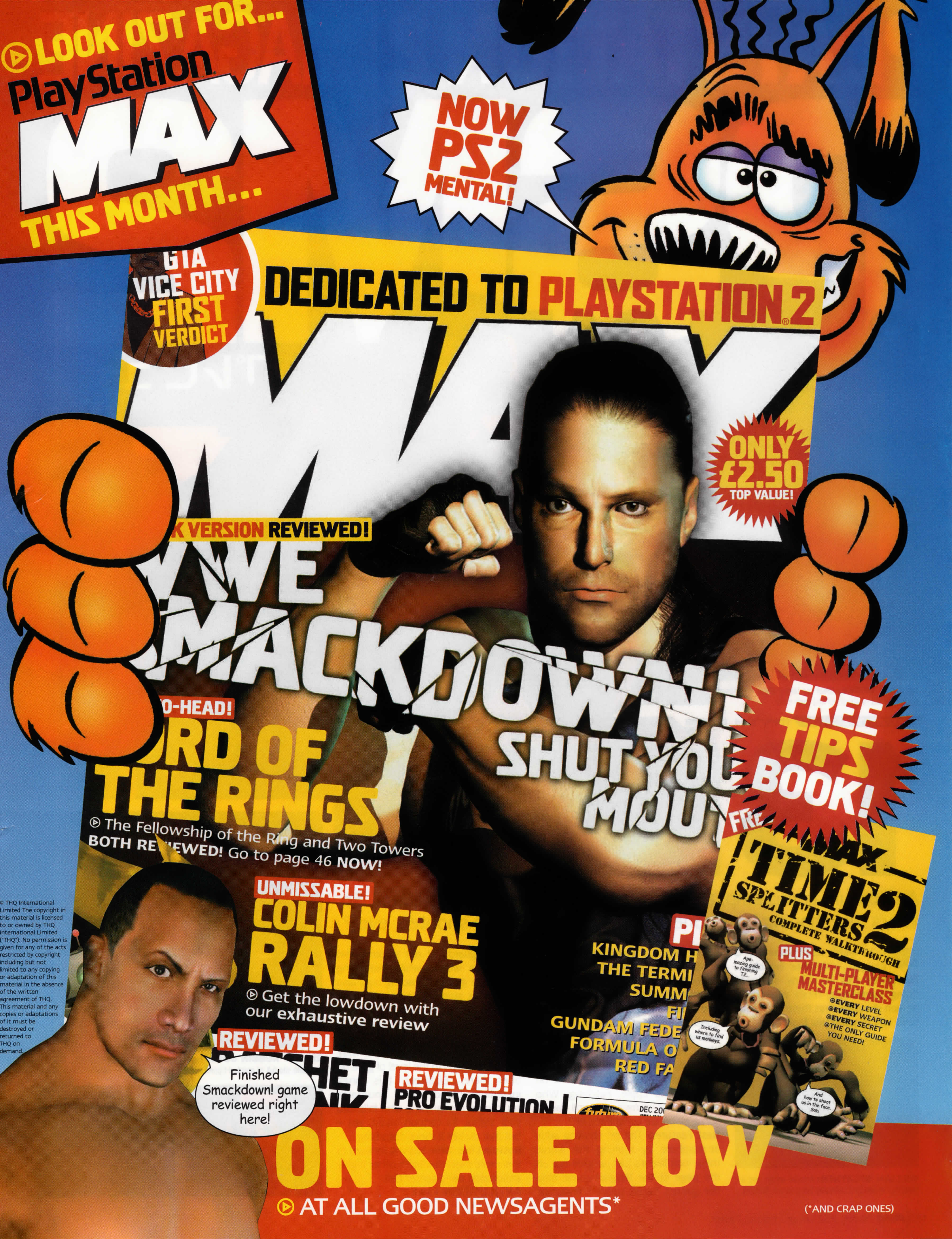
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And how to shoot us in the face. Sob.
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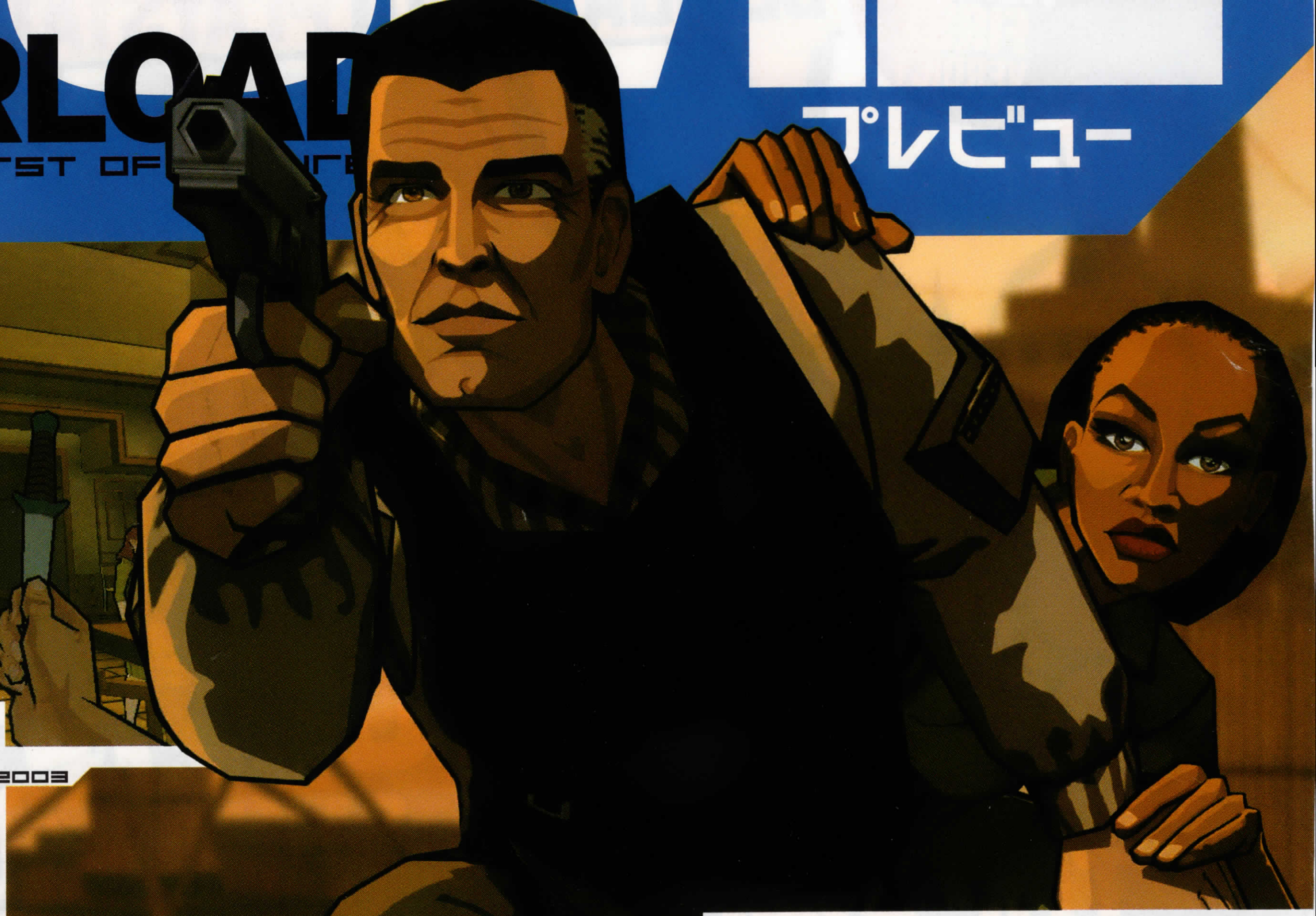
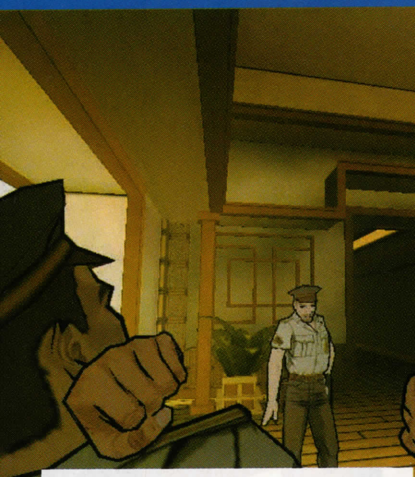




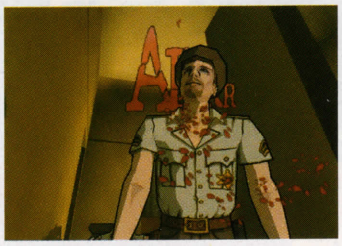
KILLING CHOKE: Great for taking down enemies while they worry about hurting their mate.

EXPECTED UK / MARCH 2003

13

An obscure comic strip, a French software house, a tired genre... So why's this shaping up as one of the best first-person shooters ever?

Deformable environments, Q gadgets, driveable vehicles... Everyone's had so many stabs at doing something fresh with first-person shooters that there's precious little left to withdraw from the ideas bank. Unless... What's this skulking at the back of the vault? A dusty safe deposit box with the words 'cel-shaded' daubed on the side. Hmm...



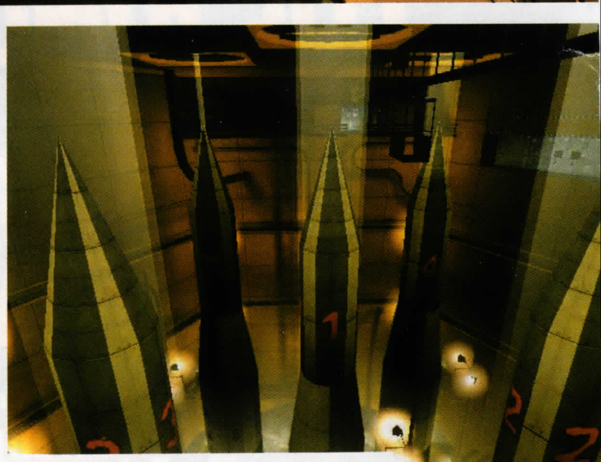
WILLIAM SPLATNER: Arterial sprays and a giggling caption to accompany the screams. Brilliant.

The Idea: Who are you? Good question. At the start the game, you're washed up on a beach, your mind a blank. All you've got to go on is you're obviously trained in a range of military skills and you've got 13 tattooed on your Adam's apple. Fetching. Who wants to bet you're an integral part of some elaborate conspiracy, eh?

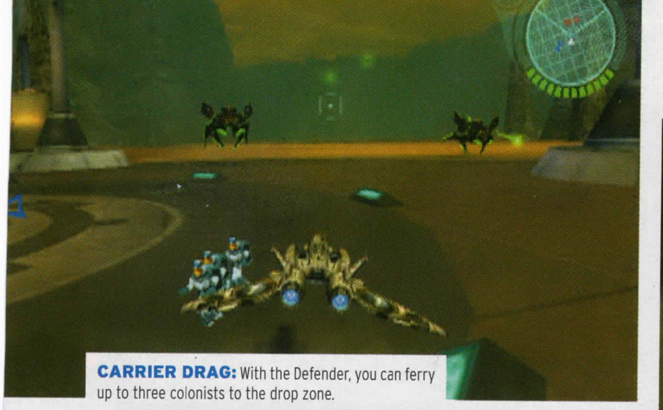
Best Features: The cel shading adds atmosphere by making the whole thing look like it's just jumped out off the page of the Belgian comic strip the game's based upon. F'rinstance, nobbled guards let out screams that appear as words, while distracting *MGS*-style guard-distracting taps also emerge as strip stylised captions. In addition to this you can use enemies as human shields while grabbing items – like shards of glass and broken bottles – to top people with. Which brings us to the level of gore on offer here. Bizarrely, this one's incredibly bloody, with fountains squirting out of anyone who falls into your sights. It's cartoon blood, yes – but that makes it more disturbing.

Bottom Line: We're looking forward to this more than Ubi Soft's other highly anticipated title *Splinter Cell*.

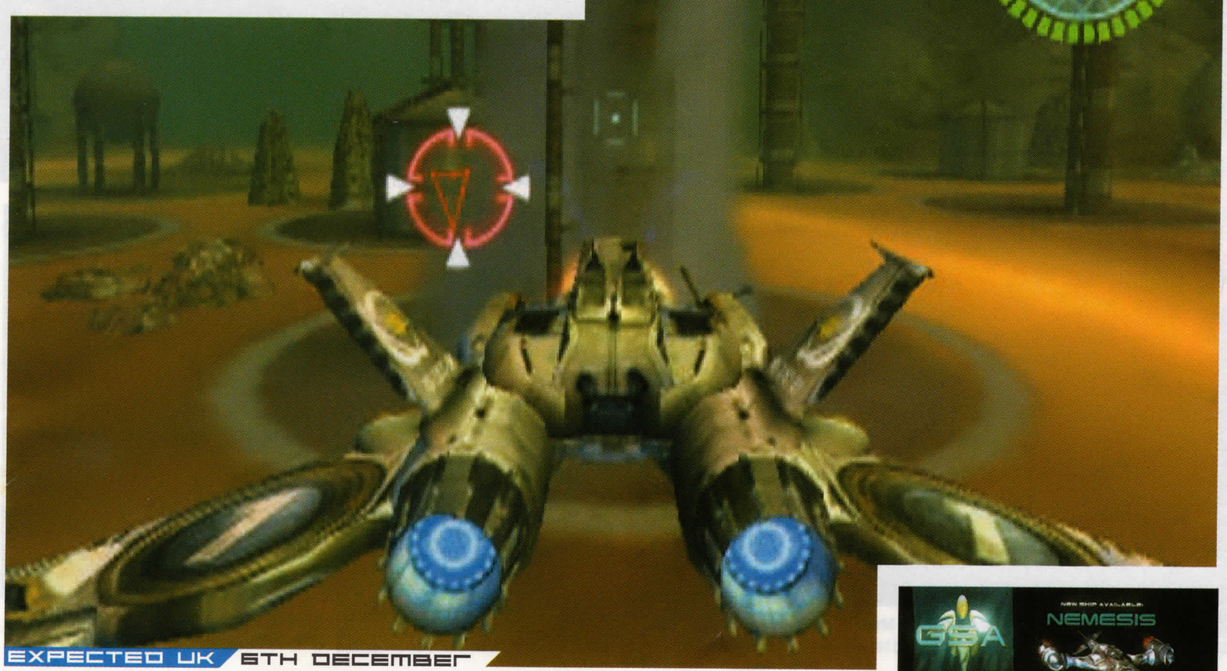
ANTICIPATION ★★★★



ROCKET ROBBIN GOOD: You even get to infiltrate a missile silo full of pointed-tipped nukes.



CARRIER DRAG: With the Defender, you can ferry up to three colonists to the drop zone.



EXPECTED UK 6TH DECEMBER

DEFENDER

GSA
NEW SHIP AVAILABLE:
NEMESIS
RANK: COMMANDER

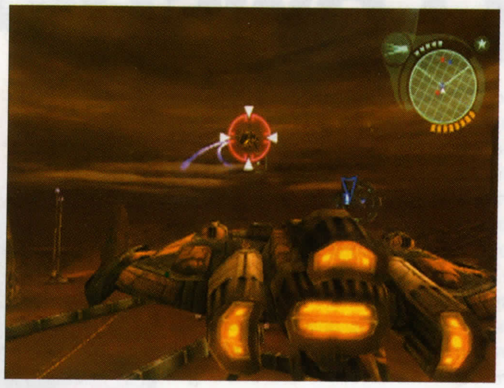
Game classics. They either turn up, showing their age in another library bundle from cash hungry Softies, or they get reworked so far up their own arses they vanish without trace. Sometimes this isn't the case and, as with Midway's earlier *Spy Hunter*, *Defender* looks like it's emerged from a timely update on the side of right and might.

The Idea: Thumb-knackering non-stop alien invasion, but in luscious 3D with beautifully rounded ships and sky filling detonations.

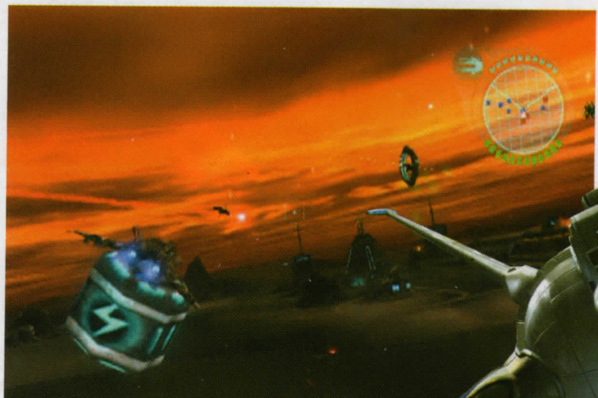
Best Features: The inclusion of some strategic elements – like towing rocket launchers to defend bases – does inject something new to the genre, while the various ships, and upgrades thereof, allow you to customise your approach to any mission. There's also a two-player co-op mode, plus the addition of a minigame version of the arcade original. But we have to say, it's the return of the first ever smart bomb that holds the greatest attraction for us in this one.

Bottom Line: Nothing wrong to report here at all and, if you're jaded by the fact that all the other space shooters out there have Star Wars plastered all over them, then this will definitely be worth a look.

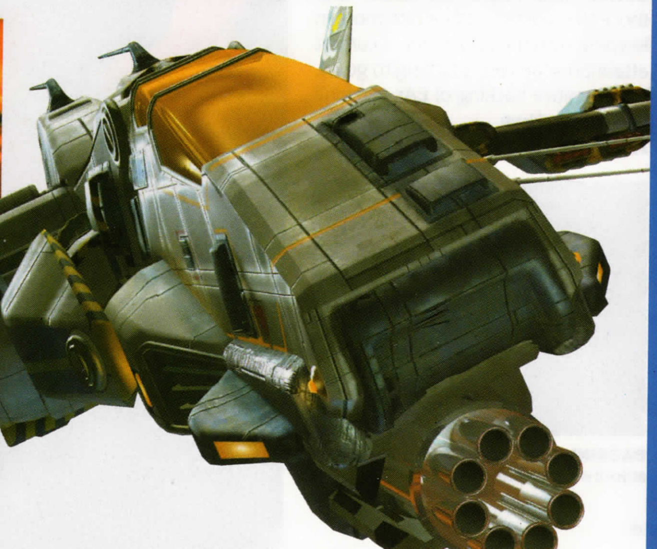
ANTICIPATION ★★★

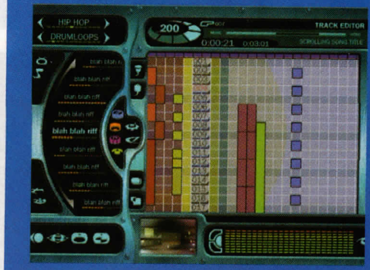


SHOT GOSSIP: Tap ⊛ when you're up close to your ship like this, and you can see your weapons systems swap. Remember: hardware is good.



LIVIN' IT CHARGE: Drop these energy capsules on to gun turrets and they'll blast into life.





EXPECTED UK TBC/2003

MUSIC 3

The Idea: Splice blocks of music together till your ears perk and then break out on to the dancefloor with the next Ibiza anthem.

Best Features: What'll take this beyond the last, laudable *ejay* effort is the Hum-a-tune microphone sampler. Yodel into this, capture your voice at a better-than-CD sample rate and the code turns your sounds into a melody. Other than that it's the usual form of bigger, better, more… with 64 music channels, 10,000 audio samples, 1,400 riffs, and the chance to become a true jockey slut by using the six decks of the DJ Supermix mode.

Bottom line: News that they've ditched the '3D' graphics editor in favour of a more diverse video mixer is welcome, although we're unsure if anything can ever beat the camp cops of *Music Maker*.

ANTICIPATION ★★★

EXPECTED UK TBC/2003

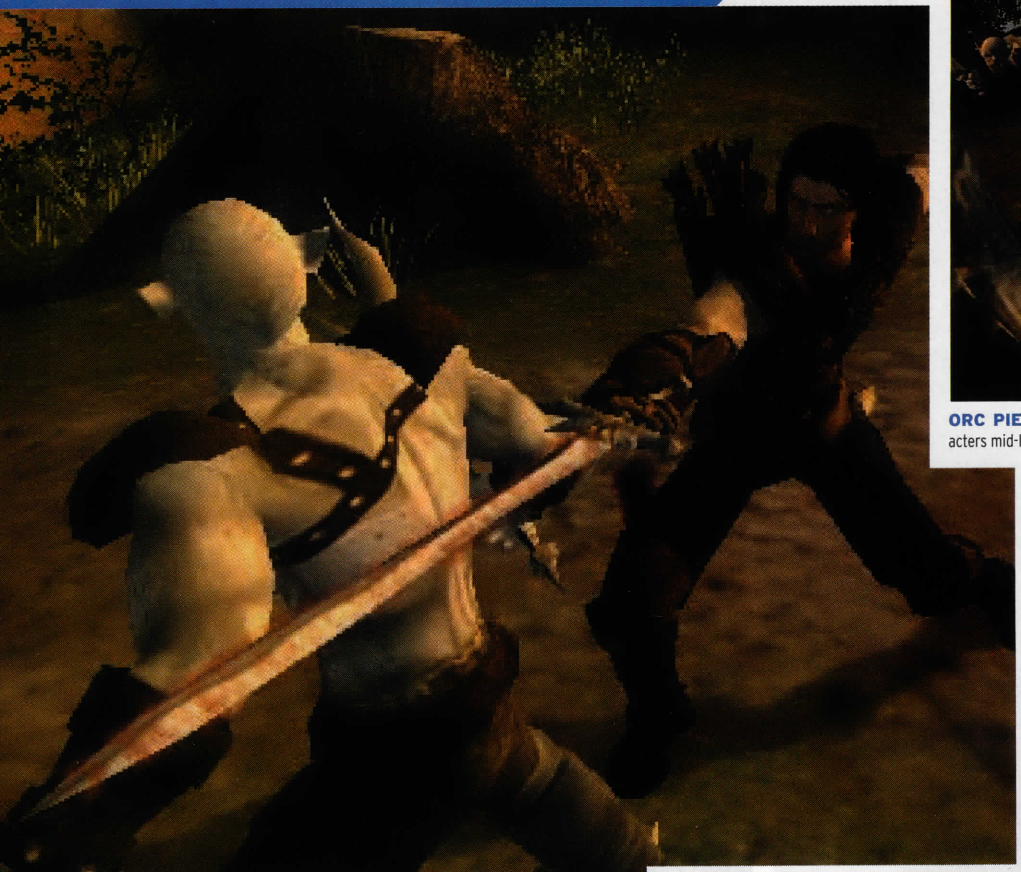
THE GREAT ESCAPE

The Idea: Take on the role of the escape committee from the seasonal regular and get your chaps back to Blighty before Christmas.

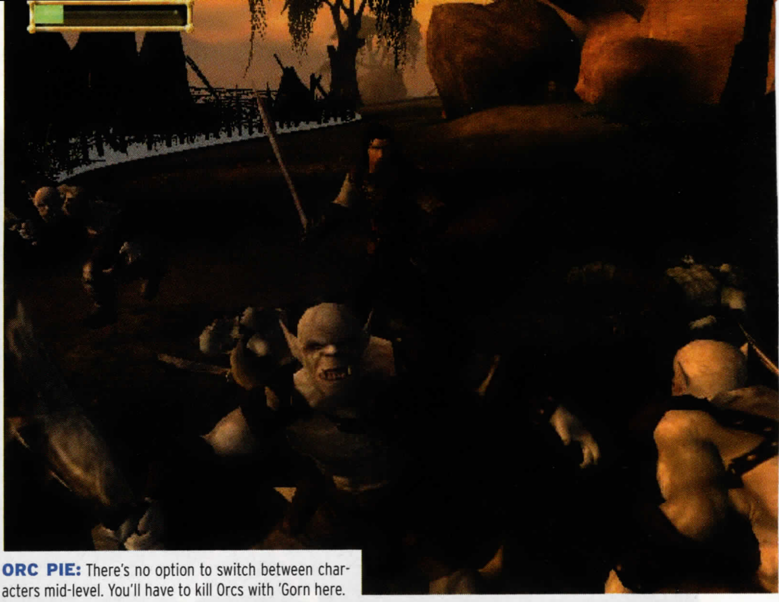
Best features: Unlike Codemasters' camp-based affair, SCi's game is divided into three segments. The first covers you leading your team through the preparations of escape, while the second focuses on the strongest member of the team as they make their break. The third follows the journey back behind allied lines. The sweet spot comes with the realisation that each route is tied in with a different level of difficulty. Disguise yourself and take a train to Paris? Steal a boat from Copenhagen? The choice, commander, is yours.

Bottom line: Steve McQueen on a motorbike, jumping barbed wire fences to freedom. But, before we get too excited, let's just remember that SCi's other licence, *Thunderbirds*, has yet to materialise on PS2.

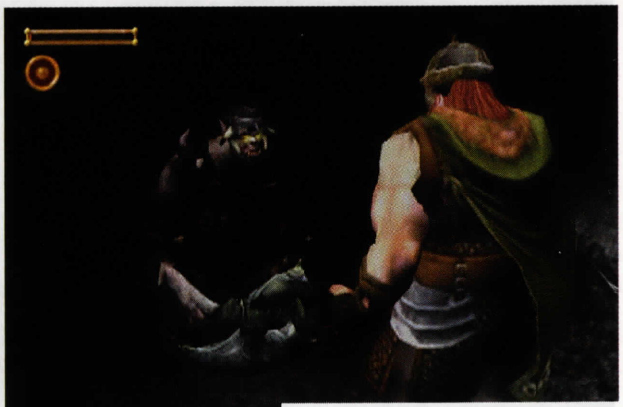
ANTICIPATION ★★



RANGER MOUSE: Bit of inaccuracy here. Aragorn's sword has a broken tip at the start of the book.



ORC PIE: There's no option to switch between characters mid-level. You'll have to kill Orcs with 'Gorn here.



AXE HEADROOM: You don't to play as Gimli, but he helps you out while in the Mines of Moria.

EXPECTED UK / DECEMBER

LORD OF THE RINGS: THE FELLOWSHIP OF THE RING

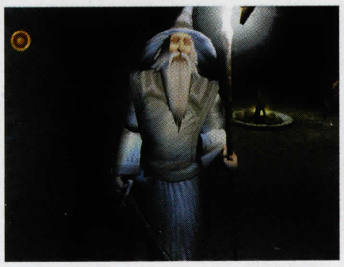
Dodging the Hollywood hard dollar sought after by EA, Surreal Software have gone the more traditional, bookish route of trying to encapsulate everything Tolkein's first tome had to offer. The departure from Hobbiton, the journey to Rivendell, the breaking of the fellowship after escaping the Mines of Moria... Hey-frikkin-nonny.

The Idea: You, Frodo, are charged by Gandalf the Infirm to journey forth clutching the Dark Lord's ring so that you may cast its evil influence into the Crack of Doom. Kinky.

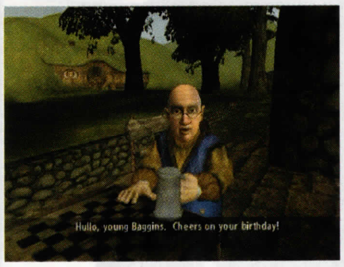
Best Features: Accuracy and detail leap out as soon as you start to play this. Hobbiton's all as it should be, with obscure side characters from the book popping up to add flavour. The levels are spacious, it's got gorgeous CG but, sadly, it looks pretty tatty in-game at the moment. Levels regularly break and the load times are pedestrian. The only other thing that'll grate is the abridged plot that has characters covering great swathes of back-story in a few clipped sentences. Perhaps the 28 monster types, the rune-based magic system, the ability to play as Aragorn, Gandalf or Frodo, and the character twisting use of the 'one ring' will eventually save the day... Maybe.

Bottom line: Might find favour with those that want an adventure more in keeping with the books but, if current attention spans are anything to go by, the repetitive hacking of EA's version'll win hands down.

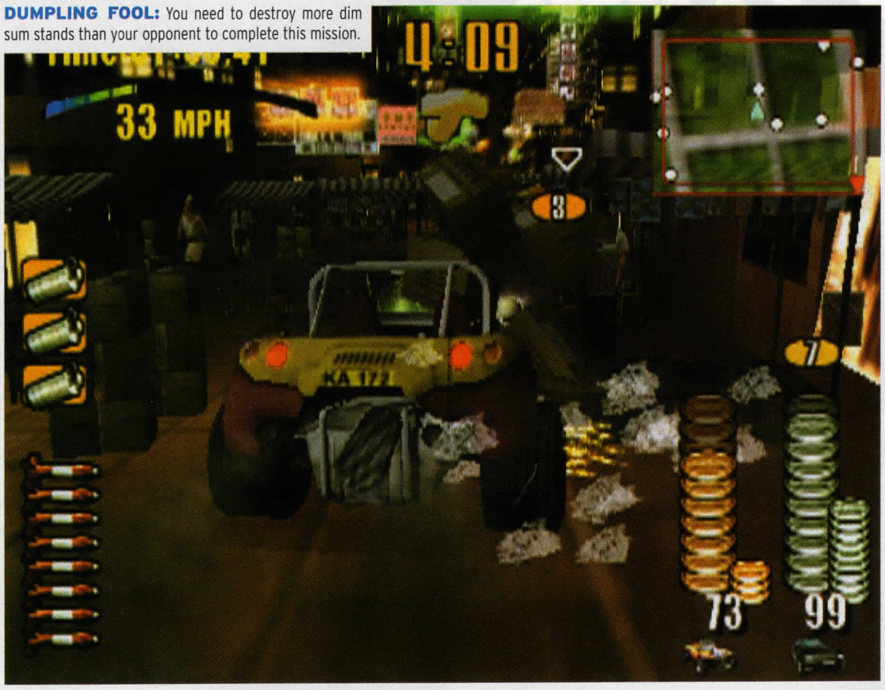
ANTICIPATION ★★



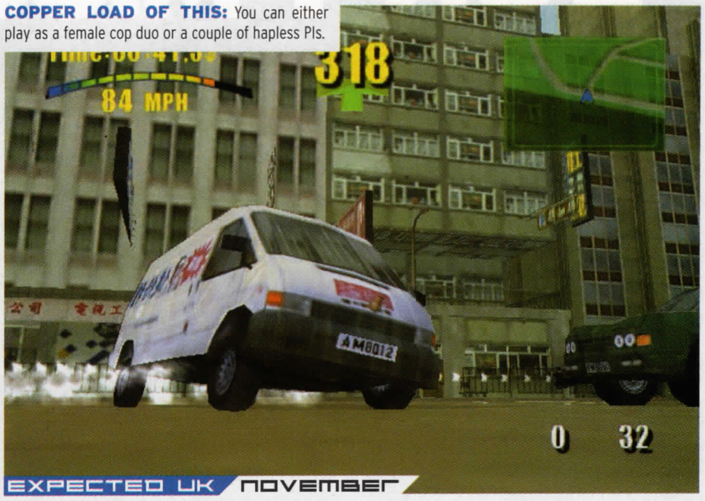
SPELL OF A DAY: You've got to learn to recognise runes if you want to access Gandalf's magic.



BAGGIN' CHOON: The folk of The Shire are just as you'd expect them. Drunk and hungry.



DUMPLING FOOL: You need to destroy more dim sum stands than your opponent to complete this mission.



COPPER LOAD OF THIS: You can either play as a female cop duo or a couple of hapless PIs.

Time:00:32.00
2:58
51 MPH
DAMAGE METER

COACH EGGED: This mission sees your team attempting to protect a bus from yet another Yakuza onslaught.

Time:00:23.71
4:06
BLOOD
BLOOD
BLOOD
BLOOD
BLOOD
BLOOD
BLOOD

BLOOD YANK: Get the packs of plasma to the hospital without clipping anything on - or off - the road. Tough.

EXPECTED UK / NOVEMBER

WRECKLESS: THE YAKUZA MISSIONS

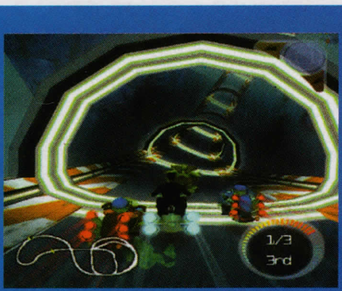
Platforming? In a car? Are you a couple of hundred miles short of a full service? Well, not if you're one of the foxy Manga-styled highway policewomen of this extreme wreck orgy.

The Idea: Hammer about cityscapes in a selection of vehicles and chuck them into absolutely everything. Roadside stalls, other vehicles, café gardens, pedestrians… They're all fair game with this one.

Best Features: A whomping 40 single-player missions taking in such sights as a sewer system, a crowded metropolis and a space shuttle launch pad. Plus the chance to buddy up or go head-to-head in any one of seven two-player missions. So it looks as though we're potentially looking at a frenetic cross-over between *Crazy Taxi* and *Twisted Metal*, right?

Bottom Line: Wrong. In reality this falls a long way short of our expectations. Incredibly light handling, a real feeling of distance when it comes to launching car splitting missiles, and graphics that don't even come close to the near realistic replays that we've already seen from this on other platforms.

ANTICIPATION ★



EXPECTED UK
NOVEMBER

BUTT UGLY MARTIANS: ZOOM OR DOOM

The idea: Take *WipEout*, rip it off, add kiddy appeal via a popular children's television licence, and slap it on the shelves.

Best Features: To be fair, this is a lot faster and smoother than some kart racers we've encountered. That said, the five tracks – spanning all the usual volcanic worlds and ice planets – plus the meagre six selectable characters (three of which are identical) really doesn't shout depth of play.

Bottom Line: If you liked the TV series then you'd probably be hoping for something a little more interactive, like an action adventure or platformer, say. Instead you get an average karter with a half decent two-player mode.

ANTICIPATION ★

EXPECTED UK
TBC/2003

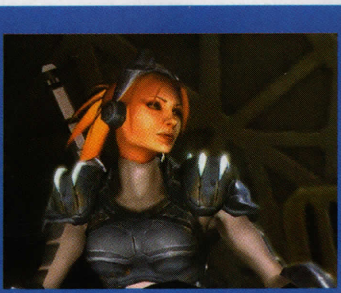
CLOCK TOWER 3

The idea: You're Alyssa, a schoolgirl wandering around London happy as a clam. Twist is – and it's a big 'un, mind – your mother's neglected to tell you that you're part of a bloodline destined to fight demons wherever they appear.

Best feature: Another game that's trying to do something different with the genre, by removing all weapons. Instead, Alyssa has to use elements from the environment. If there's nothing to hand then she has to sneak into the shadows and hide. Surely demons aren't afraid of the dark?

Bottom Line: Freddy Kruger-styled scissor men aside, we're just not so sure this'll be a departure rather than a rehash of survival horror clichés.

ANTICIPATION ★★



EXPECTED UK
TBC

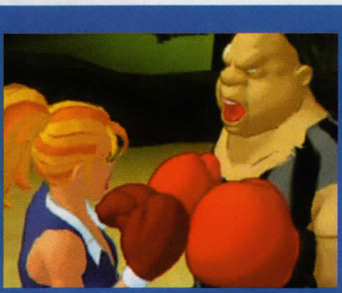
STARCRAFT: GHOST

The Idea: Say hello to Nova. She looks like the kind of girl who'd have the skills of a ninja, bionic enhancements and the ability to fry your mind with one killer stare. Thank God she's not loose on the streets, eh?

Best features: As the name suggests, you're the covert factor in a sci-fi infiltration squad. To help you take down the alien scum of the StarCraft universe, you've got a multitude of inventive death prods, as well as the opportunity of calling air-strikes. Not only that, but your brain is a weapon, you being a lethal psychic an' all…

Bottom line: Blizzard are a dab hand at RTS titles, so this is a brave venture. And early shots indicate that they're already doing something right.

ANTICIPATION ★★★



EXPECTED UK
NOVEMBER

BLACK AND BRUISED

The Idea: Tired. Tired of saying it here month-in month-out. Will someone please, please come up with the next best thing and consign all this cel-shaded nonsense to the archives?

Best features: So, it's a Crayola boxing title. So, it's got 18 larger-than-life characters. So, every one of them can land an effect-laden Super Punch. So what? Well, as our footage on this month's DVD attests, this actually looks great, especially when the facial deformation effects kick in. Black and bruised? More like swollen and bloody.

Bottom Line: We like the new touch of the boxers having plot arcs but, with the arrival of the decent punchers like *Rocky*, the path to the title bout's going to be a tough one.

ANTICIPATION ★★

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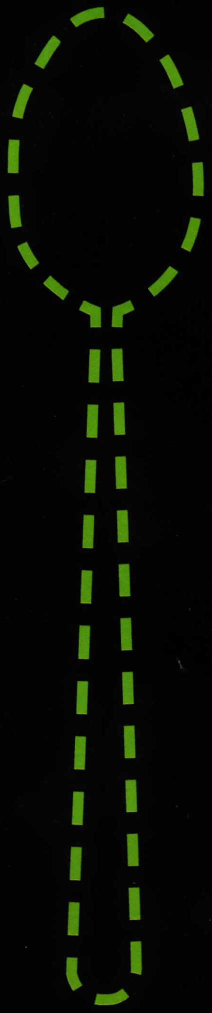

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New Arrivals

Code	Artist	Title
37683	Enrique Iglesias	Hero
37685	Pink	Get The Party Started
37688	No Doubt	Hey Baby
37684	Puretone	Addicted To Bass
37682	A1	Caught In The Middle
37686	Britney Spears	Overprotected
37689	Alien Ant Farm	Movies
37690	Jakatta	So Lonely
37674	Sophie Ellis Bextor	Murder on the dancefloor
37666	Daniel Beddingfield	Gotta Get Thru This
37673	Stereophonics	Handbags and Gladrags
37676	Robbie & Nicole	Something Stupid
37687	George Harrison	My Sweet Lord
37678	Samantha Mumba	Lately
37677	Ian Van Dahl	Will I
37667	PPK	Resurrection
37672	Sum 41	In Too Deep
37665	Riva	Who Do You Love Now
37679	Backstreet Boys	Drowned
37680	S Club 7	Have You Ever

Classics

Code	Artist	Title
37485	The Godfather	
37493	Tubular Bells	
37283	Bolero	
37314	Davy Crockett	
37338	Evita	
37343	Frank Sinatra	New York New York
37356	Indiana Jones Theme	
37365	Jesus Christ Superstar	
37369	Johnny Nash	I Can See Clearly Now
37415	Polka	
37419	Queen	Bohemian Rhapsody
37434	Rule Britannia	
37521	Judy Garland	Somewhere Over The Rainbow
37416	Popcorn	
37432	Rocky	
37015	Aqua	Barbie Girl
37027	Birdie Song	
37473	Summer Lovin	
37029	Black Lace	Agadoo
37039	Britney Spears	Baby One More Time

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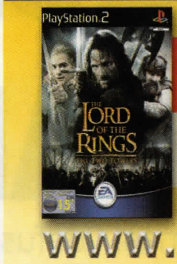

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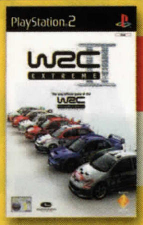

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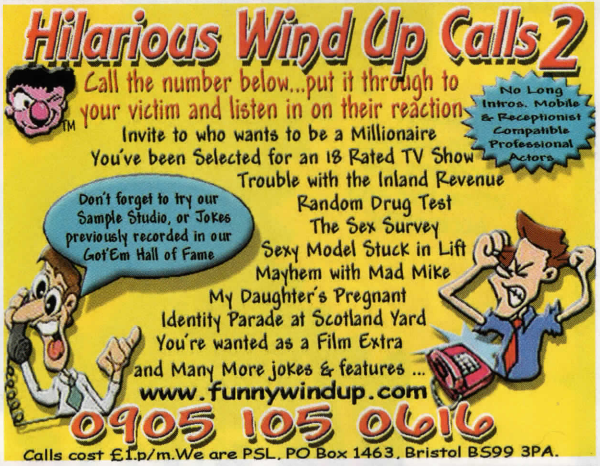
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PlayStation 2
JET ION
ARMY MEN
GREEN ROGUE
WARRIORS of Might and Magic
PAL
D.N.A
Dark Native Apostle
HUDSON
The Flintstones in Viva Rock Vegas

Jet Ion GP
"One of the roundest discs we've ever seen"
7%

Green Rogue
"Fire bullets at different trajectories"
18%

Warriors of Might and Magic
"The cutscenes are quite nice"
24%

D.N.A
"The options screens are attractive and accessible"
37%

The Flintstones in Viva Rock Vegas
"As much fun as rubbing bleach in your eyes"
No, hang on...
13%

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A = 01
Ace Combat 4: S. Skies
Ace Combat: D. Thunder
Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alex F's Player Man. '02
Alex F's Player Manager
All Star Baseball 2002
All Star Baseball 2003
All-Star Pro. Wrestling 2
Alone in the Dark 4
American Pro Trucker
Ape Escape 2
Aqua Aqua Wetrix 2
Arctic Thunder
Armageddon (MDK2)
Armoured Core 2
Armoured Core 3
Army Men Air Attack
Army Men Green Rogue
Army Men RTS
Army Men Sgt's Heroes 2
Army Men: Land Sea Air
Atlantis 3: New World
ATV Off-Road Fury
B = 02
Baldur's Gate: Dark All.
Bass Strike
Batman Vengeance
BIG: NBA Street
BIG: SSX Snowboarding
BIG: SSX Tricky
Blade 2
Blood Omen 2
Bloody Roar 3
Bombad Racing
Bond: Agent Under Fire
Bouncer
Britney's Dance Beat
Burnout
C = 03
C.Bandicoot: W.of Cortex
C-12 Final Resistance
CAPCOM vs SNK 2
Cart Fury
Casper: Spirit Dimensions
Chris Edwards' Ag. Inline
Circus Maximus
Citizen Kabuto (Giants)
City Crisis
Code Veronica X
Commandos 2
Conflict Zone
Cool Boarder 2001
Crazy Bump's: Car Bat.
Crazy Taxi
Cricket 2002
Cyprien's Chronicles
D = 04
Dare Devil
Dark Alliance
Dark Angel
Dark Cloud
Dark Legacy
Dark Summit
Dave Mirra BMX 2
David Beckham Soccer
DDRMAX: (D. D. Rev. 6)
Dead or Alive 2
Delta Force: U. Warfare
Deus-Ex
Devil May Cry
Digimon World
Dino Stalker
Disney's Dinosaur
Disney's Kingdom Hearts
Distant Thunder
DNA Dark Native Apostle
Donald Duck: Quack Att.
Downforce
Dracula Last Sanctuary
Draken: Ancient Gates
Driven
Driving Emotion Type-S
Dropship
Drum Mania
Dynasty Warriors 2
Dynasty Warriors 3
E = 05
Ecco the Dolphin
Eden, Project
Eighteen Wheeler
Elemental Force
Elite Force: Voyager
Emotion Type-S (Driving)
End Game
Ephemeral Phantasia
Episode 1: Star Fighter
Escape Monkey Island
ESPN Int. Track & Field
ESPN Int.Winter Sports'02
ESPN NBA Tonight
ESPN NBA Tonight 2002
ESPN NFL Primetime 02
ESPN Skateboarding
ESPN Snowboarding
Eternal Ring
Eve of Extinction
Evergrace
Evil Twin
Extermination
Extreme G 3
Extreme Racer
F = 06
F1 2001
F1 2002
F1 Champ. Season 2000
Fanta Vision
Fatal Frame
FIFA 2001
FIFA 2002
Fifa World Cup 2002
Final Fantasy 10
Final Fantasy 8
Fire Blade
Forever Kingdom
Formula 1 2001
Four by Four Evolution
Freekstyle
Freestyle BMX 2
Frequency
Frontline (M. of Honor)
Fur Fighters
G = 07
G1 Jockey
Gauntlet: Dark Legacy
Giants: Citizen Kabuto
Gitaroo Man
Godai: Elemental Force
Golf, Swing Away
Gradius 3 & 4
Gran Turismo 2
Gran Turismo 3
Gran Turismo Concept
Grand Theft Auto 3
Grandia 2
Gravity Games
Green Rogue
GTA 3
Guilty Gear X
Guilty Gear X Plus
Gun Griffon Blaze
Gundam: J to Jaburo
H = 08
H30 Surfing
Half Life
Harry Potter
Harvest Moon: Homeland
Headhunter
Herdy Gerdy
Heroes of Might & Magic
Hidden Invasion
High Heat Baseball 2002
High Heat Baseball 2003
Hot Shots Golf 3
I = 09
Ico
In Cold Blood
Int. Super Soccer
Int. Superstar Soccer 2
Int. Track & Field
Int. Winter Sports 2002
ISS Pro Evolution
J = 10
J McGrath's S'cross World
J. Moseley's Mad Trix
J.Bond: Agent Under Fire
Jade Cocoon 2
Jak & Daxter
Jedi Star Fighter
Jekyll & Hyde
Jikkyou World Soccer '00
Jikkyou World Soccer '01
Jojo's Bizarre Adventure 2
Just Bring It
K = 11
Kengo: M. of Bushido
Kessen
Kessen 2
Kinetica
Kingdom Hearts
Klonoa 2
Knockout Kings 2001
Knockout Kings 2002
L = 12
L. of Kain: Blood Omen 2
L. of Kain: Soul Reaver 2
Le Mans 24 Hours
Legend of Black Kat
Legends of Wrestling
Lego Racers 2
LMA Manager 2002
Lotus Challenge
M = 13
Madden NFL 2001
Madden NFL 2002
Madden NFL 2003
Major Lgue Baseball '02
Major Lgue Baseball '03
Mark of Kri
Martian Gothic
Master of Bushido
Mat Hoffman's Pro BMX 2
Max Payne
Maximo
McGrath's S'cross World
MDK2
Medal of Honor Front.
Men In Black 2: Alien Esc.
Metal Gear Solid 2
Midnight Club
Might & Magic
Mike Tyson Boxing
Millionaire
MLB Slugfest 2003
Mobile Suit Gun.: Z.Front
Mobile Suit Gundam
Monkey Island (Escape)
Monster Jam Max. Destr.
Monsters Inc
Moto Gp1 & 2
Motor Mayhem
Mr Moskeeto
MTV Music Generator 2
MTV Skateboarding
Mummy Returns
MX 2002
MX Rider
MX Superfly
N = 14
Namco Museum
Nascar 2001
Nascar Heat 2002
NASCAR Thunder 2002
NBA 2K2
NBA Hoopz
NBA Live 2001
NBA Live 2002
NBA Shootout 2001
NBA Street
NBA Tonight 2002
NBA Tonight, ESPN
NCAA Football 2002
NCAA Football 2003
NFL 2001
NFL 2002
NFL 2003
NFL 2K2
NFL Blitz 2002
NFL Blitz 2003
NFL Gameday 2002
NFL Primetime 2002
NFL Q'back Club 2002
NHL 2001
NHL 2002
NHL Hitz 2002
No-One Lives Forever
O = 15
Off Road Fury
Off Road Wide Open
Okage: Shadow King
Oni
Onimusha 2
Onimusha: Warlords
OO7 Agent Under Fire
Operation Winback
Operative (N.O.L.F.)
Orphen
P = 16
Pac-Man World 2
Parappa the Rapper 2
Parasite Eve 2
Paris-Dakar Rally
Penny Racers
Pirates: Leg. of Black Kat
Player Manager 2001
Player Manager 2002
Polaroid Pete
Police 24/7
Pool Master: Q-Ball
Portal Runner
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Rally 2002
Project Eden
Project Zero
Q = 17
Q-Ball: Billiards Master
Quack Attack
Quake 3 Revolution
Quest for Dragon B. Staff
R = 18
R Carmichael's MX 2002
Racer Revenge
Raging Breath
Rayman 2
Rayman M
RC Revenge Pro
Ready 2 Rumble 2
Real Robot Regiment
Red Card Soccer 2003
Red Faction
Res. Evil Gun Survivor 2
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Return to C. Wolfenstein
Revolution: Quake 3
Rez
Ridge Racer 5
Ring of Red
Road Rage
Robot Wars
Romance of 3 Kingdom 7
Rumble Racing
Rune: Viking Warlord
S = 19
S Palmer's Snowboarder
Sarge's Heroes 2
Savage Skies
Scooby Doo: 100 Frights
Sega Sports Tennis 2K2
Seven Blades
Shadow Hearts
Shadow Man 2
Shadow of Memories
Shadow Of Zorro
Silent Hill
Silent Hill 2
Silent Scope
Silent Scope 2
Silpheed: Lost Planet
Simpsons: Road Rage
Sky Gunner
Sky Odyssey
Sky Surfer
Slam Tennis
Sled Storm
Smackdown! 3: J. Bring It
Smash Court Tennis
Smugglers Run
Smugglers Run 2
Soccer America: Int. Cup
SOCOM: US Navy Seals
Soldier of Fortune
Soul Reaver 2
Space Channel 5
Spiderman 2
Spiderman The Movie
Splashdown
Sprint Cars 2002
Spy Hunter
SSX - Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars Jedi Starfighter
Star Wars: Racer Revenge
Star Wars: Star Fighter
State of Emergency
Street Fighter Ex 3
Street Hoops
Street, NBA
Stuntman
Summoner
Sunny Garcia: Surfing
Super Bombad Racing
Super Bust A Move
Super Trucks
Supercar St. Challenge
Supercross World
Surfing H30
Swing Away Golf
Syphon Filter 3
T = 20
T. Woods PGA Tour 2001
Tarzan Freeride
TD Overdrive
Tekken 4
Tekken Tag Tournament
Tennis 2K2
Test Drive
Test Drive: Wide Open
The Bouncer
The Legend of Black Kat
The Mark of Kri
The Mummy Returns
The New Nightmare
The Operative (N.O.L.F)
The Simpsons: Road Rage
The Thing
The Weakest Link
The World is not Enough
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This is Football 2002
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Tomb Raider 5
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Top Gun: Combat Zones
Track and Field
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Triple Play 2002
Triple Play Baseball
Turok: Evolution
Twisted Metal Black
Type-S: Driving Emotion
U = 21
UEFA Champion League
Ult.F.Champ: Throwdown
Unreal Tournament
US Navy Seals (SOCOM)
V = 22
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Vampire Night
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